SST G1 Operation Manual

CANVASs Co.,Ltd.

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Introduction

The SST G1 is the application software that creates subtitle data such as text, timing, and effects. Blocking, spotting, translation, subtitle placement, and special effects such as italics, font color, positioning, ruby, and emphasis dots can all be done from a single interface. Subtitle data is reflected on the video on the spot, which helps users create higher quality subtitles.

The subtitle data can be sent by e-mail, as the volume of data is light. An editor can review and revise the data on a PC as soon as the data is received. With optional features, the subtitle data can be converted to several other kinds of data such as subtitle data for DVD (TIFF) and Videotron/Lambda formats.

This manual describes all available features of the SST G1. Actual features available will depend upon the options purchased. Available features are listed, in boldface, in the *Version Information* in the *Help* menu.

This manual contains a glossary defining terms. When you use online help, please click on each term to check the definition.

SST G1 User Manual v. 04　(Ver.2.0.0.34)
May.24.2011
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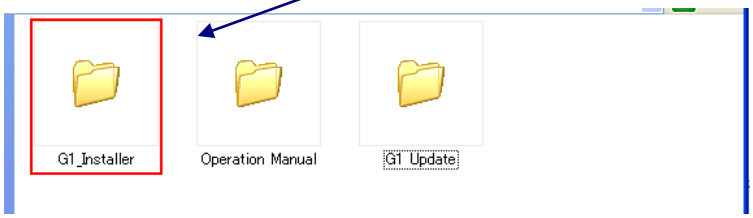
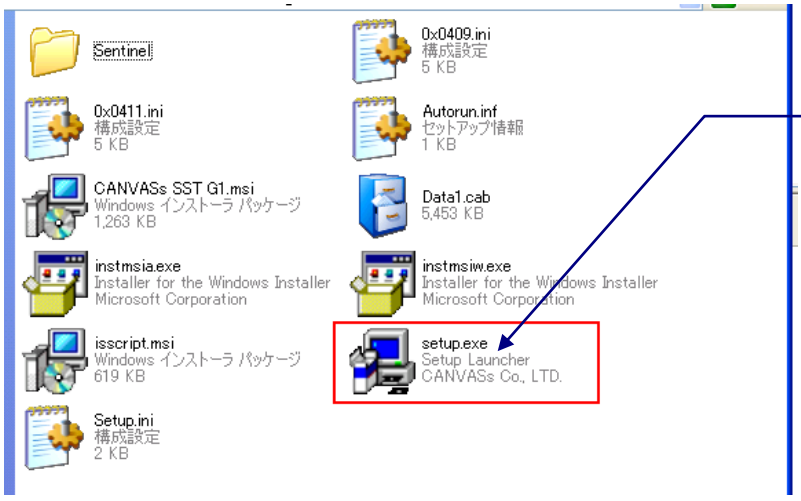
【Note】Please do not insert a dongle into your PC when you install SST G1. In case a dongle was in place when installing the software, please uninstall it and try again.

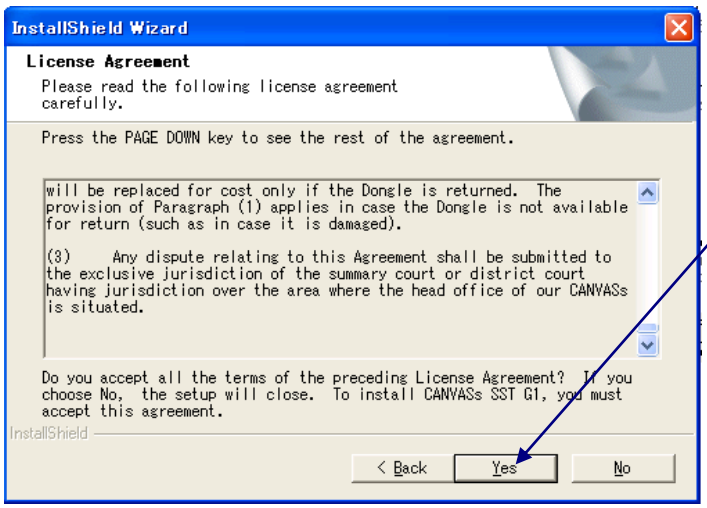
1.Insert CD, then click *G1 Installer*.



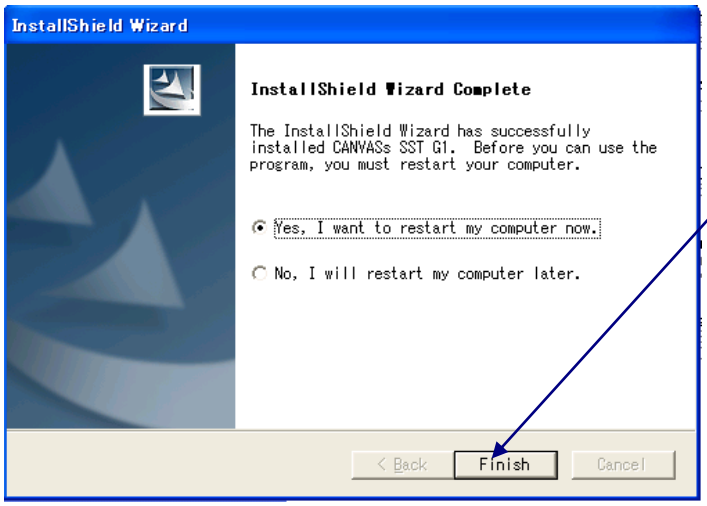


2.Click the *Setup.exe*.

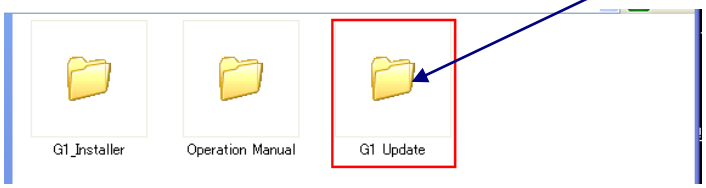
3.Choose a language.


InstallShield Wizard
License Agreement
Please read the following license agreement carefully.
Press the PAGE DOWN key to see the rest of the agreement.
will be replaced for cost only if the Dongle is returned. The provision of Paragraph (1) applies in case the Dongle is not available for return (such as in case it is damaged).
(3) Any dispute relating to this Agreement shall be submitted to the exclusive jurisdiction of the summary court or district court having jurisdiction over the area where the head office of our CANVASs is situated.
Do you accept all the terms of the preceding License Agreement? If you choose No, the setup will close. To install CANVASs SST G1, you must accept this agreement.
InstallShield
< Back
Yes
No

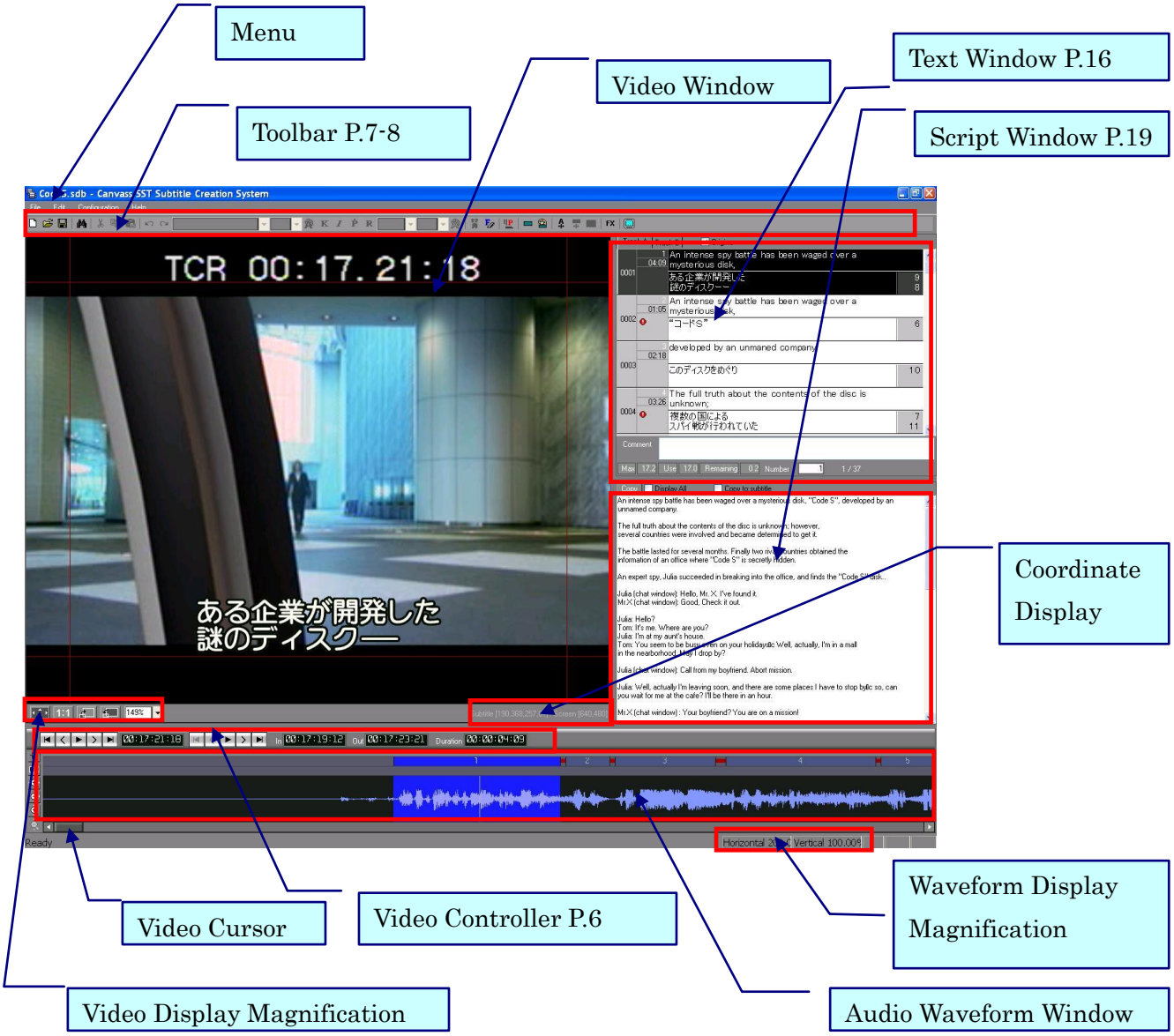
4.Read the "License Agreement", then click *Yes*.


InstallShield Wizard
InstallShield Wizard Complete
The InstallShield Wizard has successfully installed CANVASs SST G1. Before you can use the program, you must restart your computer.
Yes, I want to restart my computer now.
No, I will restart my computer later.
< Back
Finish
Cancel

5.To finish the installation, you need to restart.
Choose restart and then click *Finish*.



6.If there is an Update folder in the installation disk, click *Update.exe* in the folder.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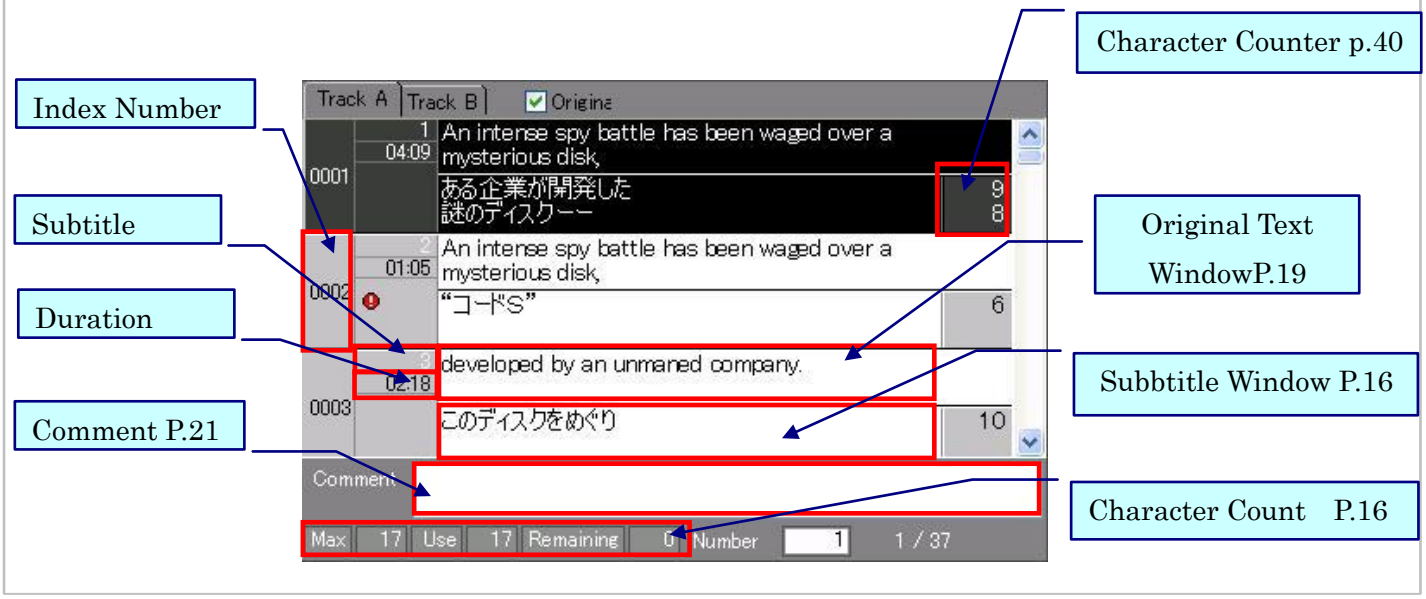
Audio Waveform Window
TCR 00:17.21:18
ある企業が開発した
謎のディスクー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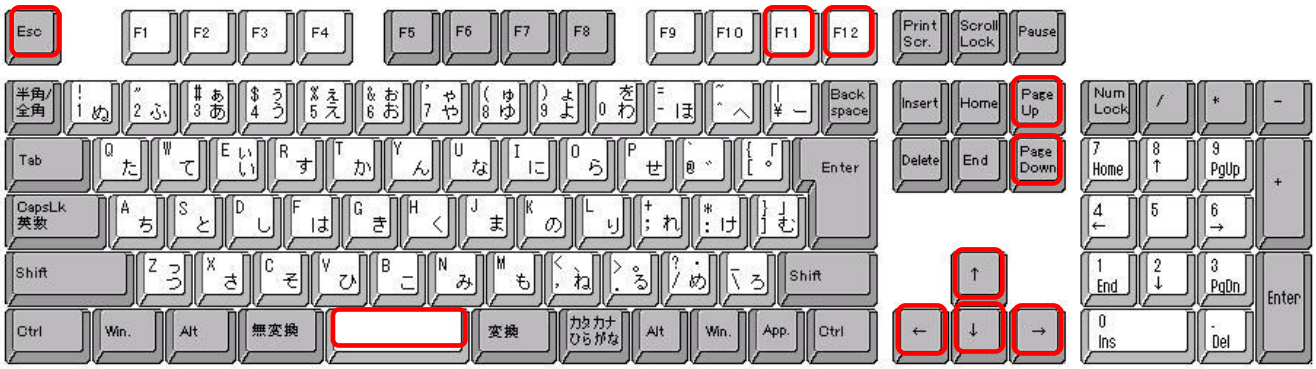
Track B
An intense spy battle has been waged over a mysterious disk,
ある企業が開発した
謎のディスクー
"コードS"
developed by an unmaned company.
このディスクをめぐり
Comment
Max 17 Use 17 Remaining 0 Number 1 1 / 37

Replaying Video

Usually, the video will be displayed in the Normal Display mode. The following instructions show how to replay the video in the normal display mode. Please see Video Controller Operation on page 6 to replay the video using the video controller.

This operation can be applied to the Full-Screen Display mode.

○Keyboard Operation



Space Bar: Play the video and stop the replay . When the Audio Waveform Window is active and no subtitle

is displayed in the Video Window.

Play the current subtitle. (When the Audio Waveform Window is active and there is a subtitle displayed in the Video Window.)

F11: Play the video and stop the replay.

F12: Play the current subtitle and stop the replay.

Escape Key: Stop the replay.

Right-Arrow Key: Play the video when held down, and frame by frame stepping when tapped.

Left-Arrow Key: Play the video in reverse when held down, and frame by frame stepping when tapped.

Up-Arrow Key with Right-Arrow Key: Double-speed replay

Down-Arrow Key with Right-Arrow Key: Slow replay

・Page Up：Go back to the previous subtitle.(When the Audio Wave is active)
(If the subtitle window is active※, it moves to the top subtitle)

・Page Down：Move to the next subtitle.(When the Audio Wave is active)
(If the subtitle window is active※, it moves to the bottom subtitle)

※ When a subtitle window is active, you see both an original text window and a subtitle window become black and red lines on the above and the below. Please click a gray box, which shows an index number and a subtitle number.

Depending on the configuration of the computer, the video may not play smoothly.

○Video Controller Operation

Video Navigation

・Click in the Video Navigation Area to go back to the beginning of the video.

・Click in the Video Navigation Area to go back one frame.

・Click in the Video Navigation Area to replay the video.

Click in the Video Navigation Area to stop the replay. When the video starts playing, change to

・Click in the Video Navigation Area to move to the next frame.

・Click in the Video Navigation Area to move to the end of the video.

Time display in the Video Navigation Area shows the time code of the displayed image.

Subtitle Navigation

・Click in the Subtitle Navigation Area to go back to the first subtitle.

・Click in the Subtitle Navigation Area to go back to the previous subtitle.

・Click in the Subtitle Navigation Area to replay the current subtitle.

・Click in the Subtitle Navigation Area to stop the replay of the current subtitle. When the subtitle starts playing, changes to

・Click in the Subtitle Navigation Area to move to the next subtitle.

・Click in the Subtitle Navigation Area to move to the last subtitle.

In shows the in-point of the current subtitle.

Out shows the out-point of the current subtitle.

Duration shows the duration of the current subtitle.

New: Create a new project file. P.9

Open: Open an existing project file (subtitle data) created with SST G1. P.11

Save: Save an active project file (.sdb). P.18

Find: Search for the string entered in the Subtitle Window. P.62

Cut: Cut away the string selected in the Subtitle Window.

Copy: Copy the string selected in the Subtitle Window.

Paste: Paste the string copied or cut away.

Undo: Undo the last action.

Redo: Redo the last action undone.

Arial

Font Type: Change the font type of a text selected in the Subtitle Window to a specified font type.

25

Font Size: Change the font size of a text selected in the Subtitle Window to a specified size.

Font Color: Change the font color of a text selected in the Subtitle Window to a specified color. P.33

Kerning and Leading: Kerning is used to adjust the space between characters, and Leading is used to adjust the space between lines. ※Optional feature P.34

Italic: Italicize the text selected in the Subtitle Window. P.31

Emphasis Dot: Put dots above characters selected in the Subtitle Window. P.31

Ruby: Put Ruby on characters selected in the Subtitle Window. P.30

Round

Edge Type: Change the edge type of a text selected in the Subtitle Window to a specified edge type. ※Optional feature P.33

3

Edge Width: Change the edge width of a text selected in the Subtitle Window to a specified edge width. ※Optional feature P.33

Edge Color: Change the edge color of a text selected in the Subtitle Window to a specified edge color. ※Optional feature P.33

Grouping: Align selected characters or digits in a vertical subtitle, horizontally.

Effect Release: Reset a format to default (except for ruby text).

Display Position and Line Alignment: Specify the display position and line alignment of a subtitle. P.32

Mat: Create a mat behind a subtitle. ※Optional feature P.37

Mat Color: Specify a mat color. ※Optional feature

Free Positioning: A subtitle displayed in the Video Window can be moved freely. ※Optional feature P.35

Move or Resize Mat: Move or resize a mat. ※Optional feature P.37

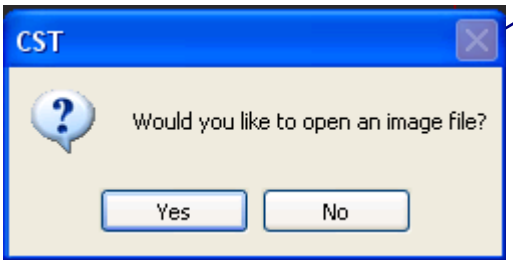
Center Align Text within Mat: Center-align a text within a mat. ※Optional feature P.38

Fade Effect: Configure settings for Fade-In, Fade-Out, Cut-In, and Cut-Out. ※Optional feature P.36

Full-Screen Display: Make the Video Window go full-screen. P.20

This is the basic operation for making subtitles.

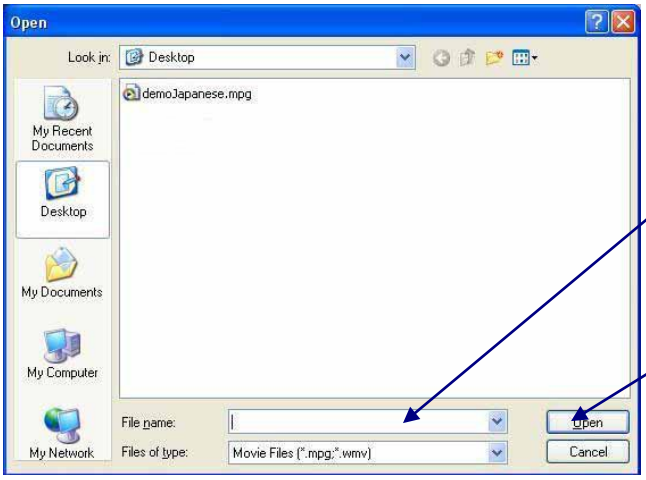
1. Go to *File* and click *New*, or click the *New* icon.



2.A message box will appear with the following message: "Would you like to open an image file? "
Click *Yes*.

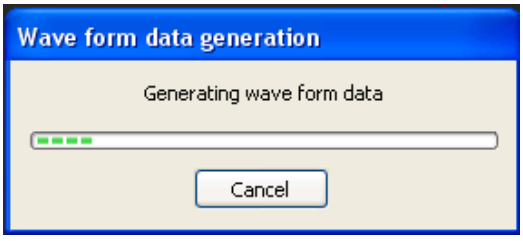
The image file that can be imported to SST G1 is MPEG-1 or WMV.

If you click *No*, the image file will not be displayed.



3.Specify the location and type of file.

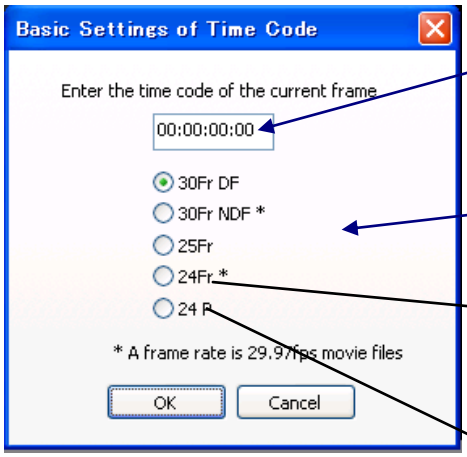
4.Click *Open*.



- The first time you load an image file into SST G1, it starts generating waveform data.
- If you get errors while generating waveform data, one of the following could be the reason:
  - The image file is not MPEG-1 or Windows Media Video.
  - Video editing software, which interferes with the process, is loaded.
- If *Cancel* is clicked, the waveform data will not be completed.

Synchronizing Image and Time Code

Configuration > Synchronize Image and Time Code > Basic settings



00:00:00:00
h m s Fr

5.Enter the time code shown on the image on the screen.

6.Select a frame rate type

The time code, spotting setting for 30Fr working videos is set to 24Fr. 2-3 pull down videos, such as encoded materials from VHS, operating at 24Fr, will follow these settings.

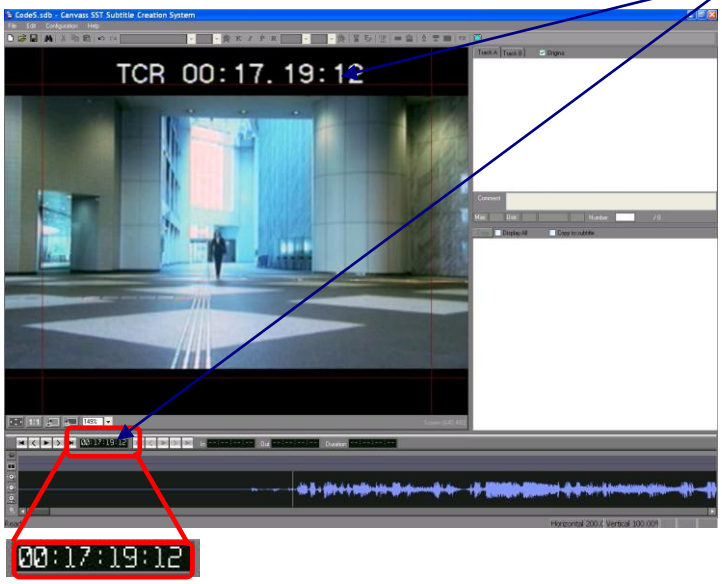
Spotting for 24Fr .wmv files, not 2-3 pull down, will use these settings.

Frame Rate Types

Drop Frame (30 frames per second. Mainly used for TV roadcasting.)

Non-Drop Frame (30 frames per second. Used for DVD and video.)

Mainly used in Europe (25 frames per second).

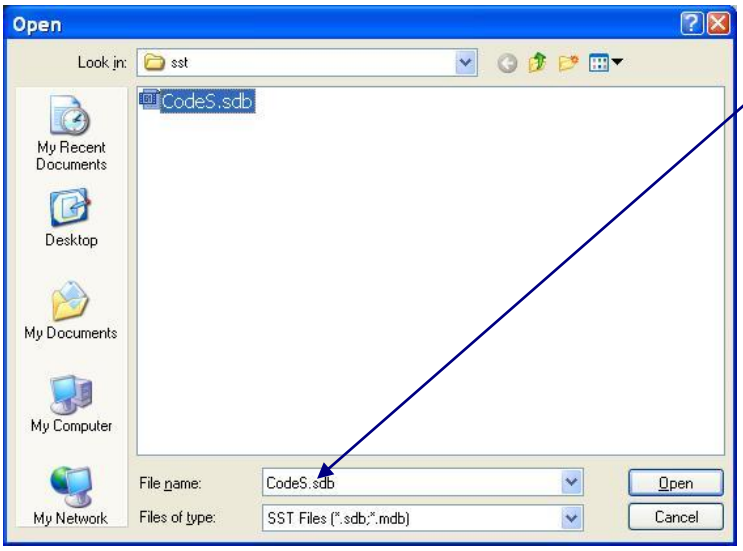


7.Make sure the time codes of the image and SST G1 are synchronized.

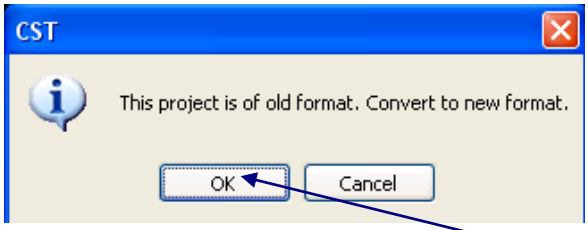
SST G1 cannot show the time code if the image file does not have time code characters. Please use image files with time code characters. Place the cursor at the end of the video to confirm that the time codes are synchronized.

Open an Existing Project File.

1. From *File*, click *Open Project File,* or click the *Open* icon on the Toolbar.

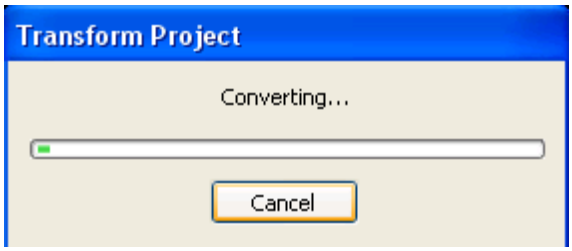


2. Select a project file .mdb or .sdb.



When opening an .mdb file (file format for old version of SST), this message appears.

3. Click *OK.*



It converts .mdb files to .sdb files.

SST and SST G1 Data Compatibility

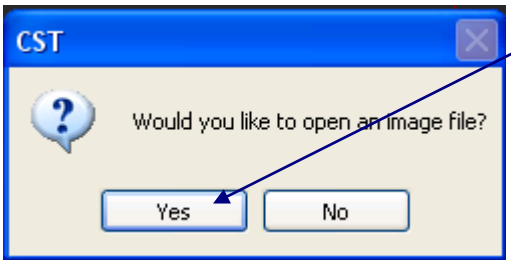
SST G1 can read and edit .mdb files created with SST.

SST cannot read .sdb files created with SST G1.

To output .mdb files using SST G1, go to *File*, select *Export* and click *SST Project File (MDB File).*

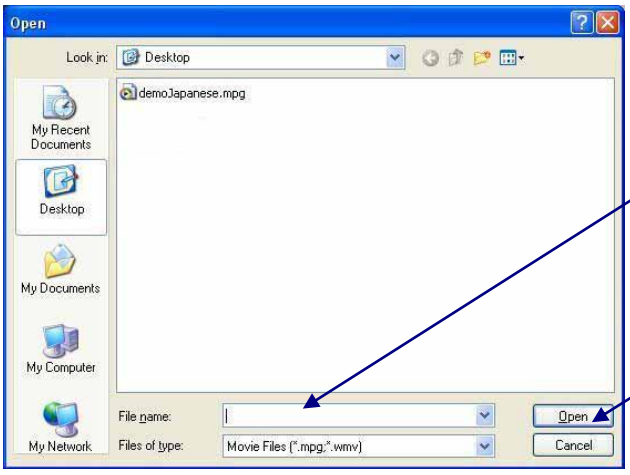
In this way, SST can read files created with SST G1.

Open an image file



5. A message box will appear with the following message: Would you like to open an image file?
Click *Yes*.

Image data, subtitle data, and spotting data are retrieved.

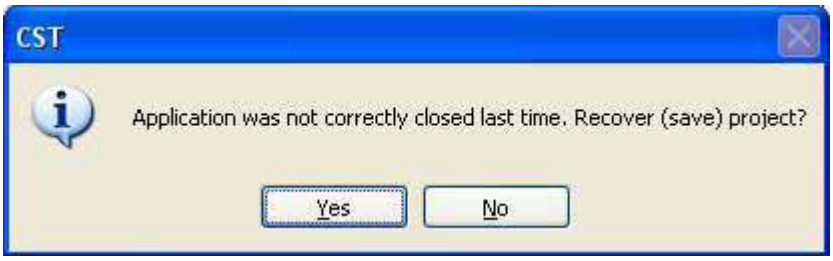


6. Specify the location and type of file. If No is selected, only the subtitle and spotting data will be retrieved.

7. If you select .mpg or .wmv, the appropriate files are shown.

By double clicking on an .sdb file, you can start SST G1 and retrieve subtitle and spotting data. In order to open an image file after that, go to *File* and select *Open Image File*.

If SST G1 is not exited properly when a project file is open, a message appears asking whether you would like to recover the project file next time SST G1 is started. To save as an .sdb file, lick *Yes* and specify the location where the file is to be saved.



《Spotting》

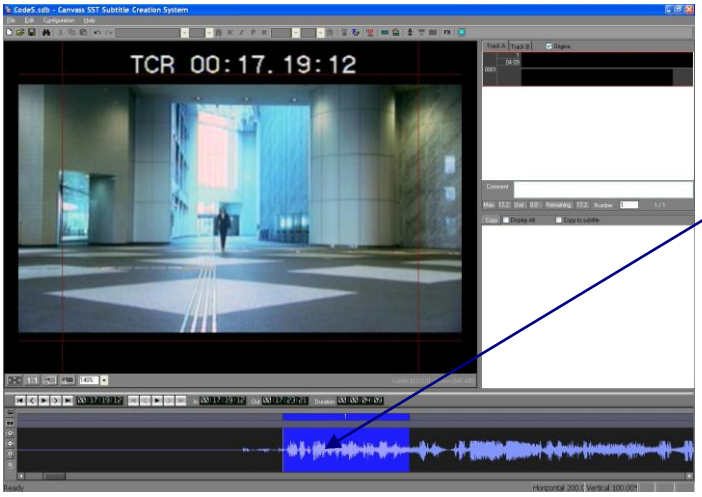
When you adjust timings of subtitles, it calls “spotting”.

The main track is Track A.

・In – The first frame of each subtitle.

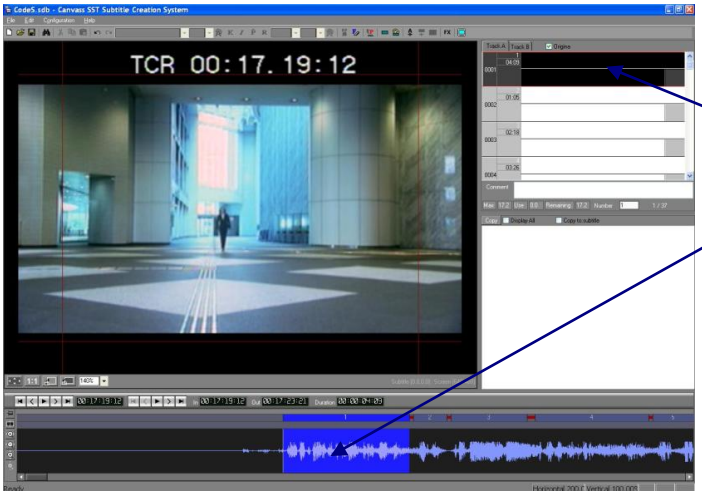
・Out – The first frame after each subtitle is disappeared.

(That means the last frame of each subtitle + 1)



1. Drag the cursor over the waveform in the Audio Waveform Window or click on the Audio Waveform Window and press the Shift Key with the Right Arrow Key or the Left Arrow Key.

In-point, out-point and duration will be displayed in the indicator.



2. Each time you repeat Step 1, a new Subtitle Window will be added to the Text Window with a new number.

○Setup shortcut keys, then make spotting with a keyboard.

*File*Menu → *Setup shortcut keys* →*Edit* Category → Choose *Setup In time/Out time*, then choose shortcut keys you need, then click *Setup*.
Click *OK*, the restart SST G1.

When you press the keys during playback, In time is set, and when press again, Out time is set. This setting will be convenient when you do fine adjustments (page 15) after you make spotting roughly.

○Fine Adjustment

There are three ways to adjust in-point and out-point.

Move the cursor near the in-point or the out-point of the current subtitle until it becomes a double-headed arrow, then click and drag the point to the desired position.

Press the *Home* Key to move the video cursor to the in-point of the current subtitle or press the *End* Key to move the video cursor to the out-point of the current subtitle, then press the Left-Arrow Key or Right-Arrow Key while pressing the *Shift* Key.

Type a valid time code into the In (In-Point Indicator), Out (Out-Point Indicator) or Duration (Duration-Indicator) boxes.

○To move the entire current subtitle without changing the duration

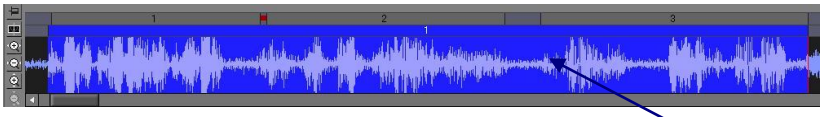
Place the cursor onto the current subtitle and press the *Ctrl* Key. When the cursor becomes a four-headed arrow, drag the cursor while pressing the *Ctrl* key to move the current subtitle to the right or left.

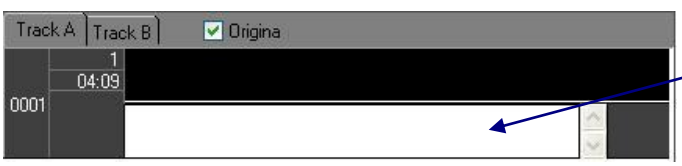
○Make spotting segments in Track B

Subtitles can be created in two tracks: A and B. Spotting segments on Track A and Track B can overlap without causing problems.

Click *Track B* to activate it.

The background of Track A becomes gray.

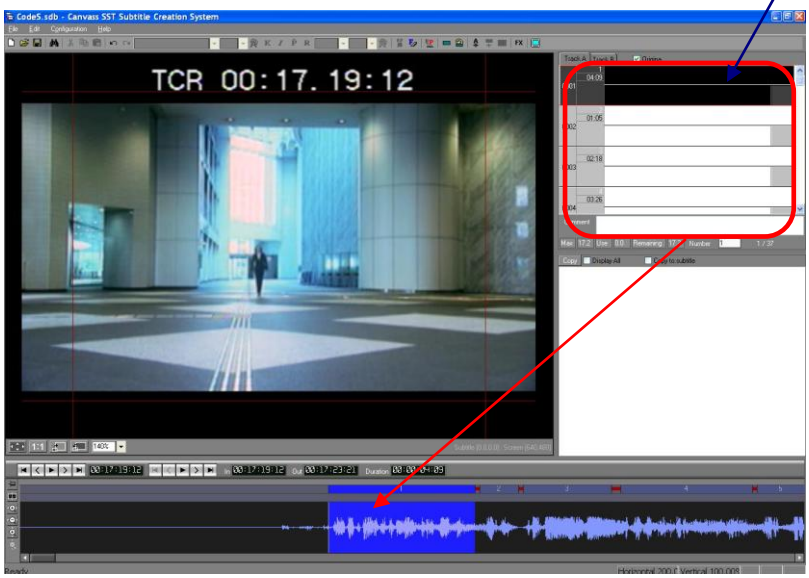




When specifying a range, a new Subtitle Window will be added to the Text Window.

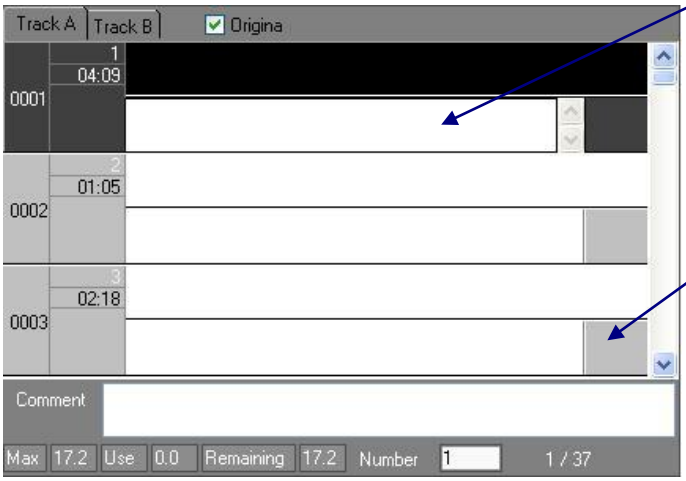
Click on any index number in the Text Window and press the *Insert* Key. A new Subtitle Window will be added to the Text Window without creating a spotting segment.

When you finish spotting, then make subtitles.



1. Make sure that Subtitle Windows were created.

○Closeup of text windows.



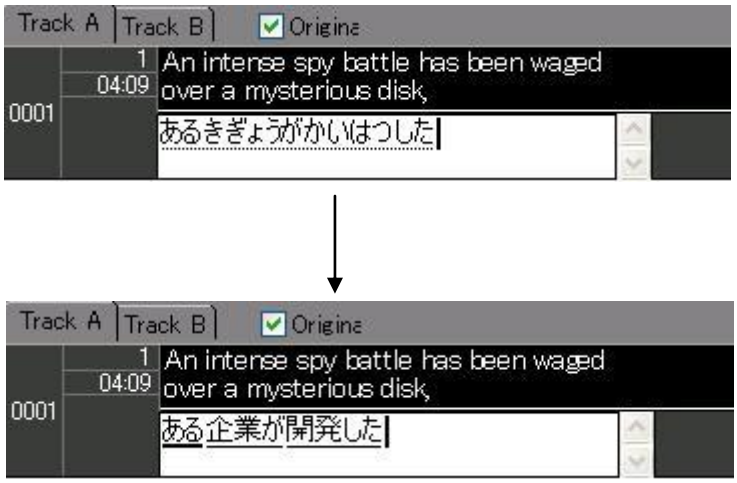
2. Place the cursor in a Subtitle Window where text is to be entered.

When you enter subtitles, the number of the characters per line is displayed.

Enter text into a Subtitle Window with attention to the following in the Character Count Indicator:

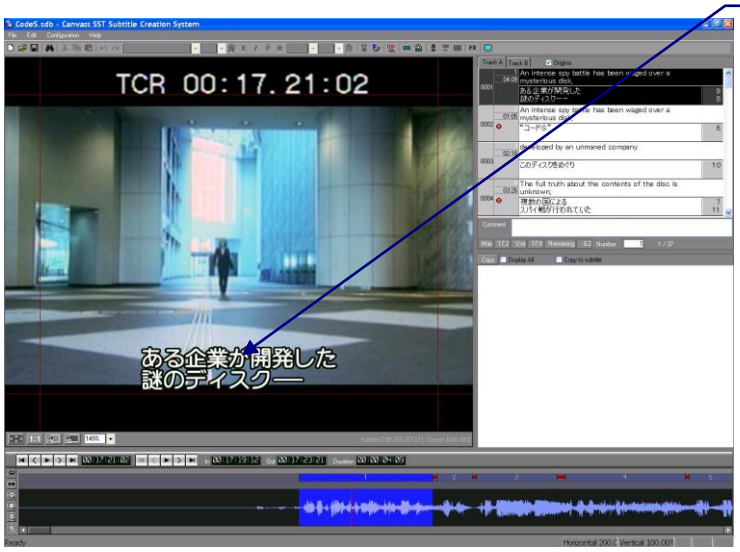
- Maximum Character Indicator: The maximum number of characters one can use.
- Used Character Indicator: The number of characters used.
- Remaining Character Indicator: The remaining number of characters one can use.

Enter a text into a Subtitle Window.



3. Enter a text.

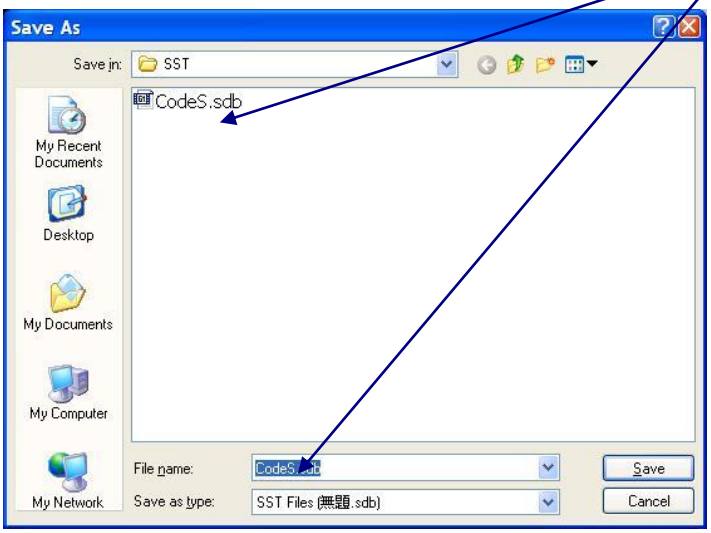
This example is in Japanese.



4. The text will be displayed in the Video Window.

Save the subtitle data you created.

1． Choose *File* menu , then click *Save as*.

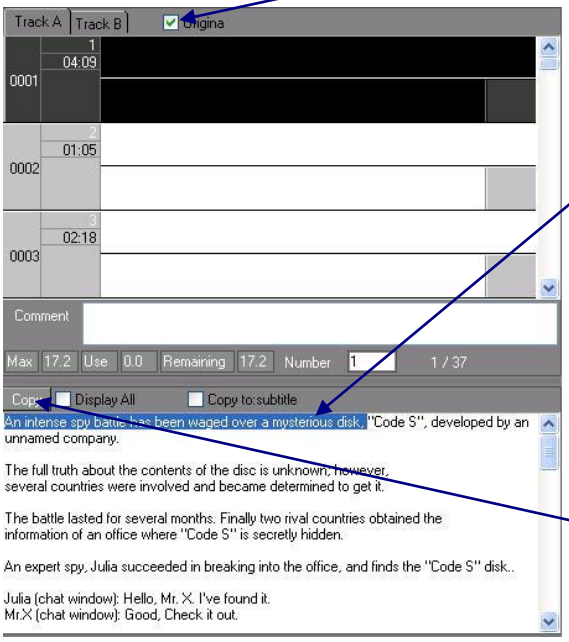


2. Select file name and where to save.

3. This kind of icon will be made in the place you select.

Display a script in the Original Text Window

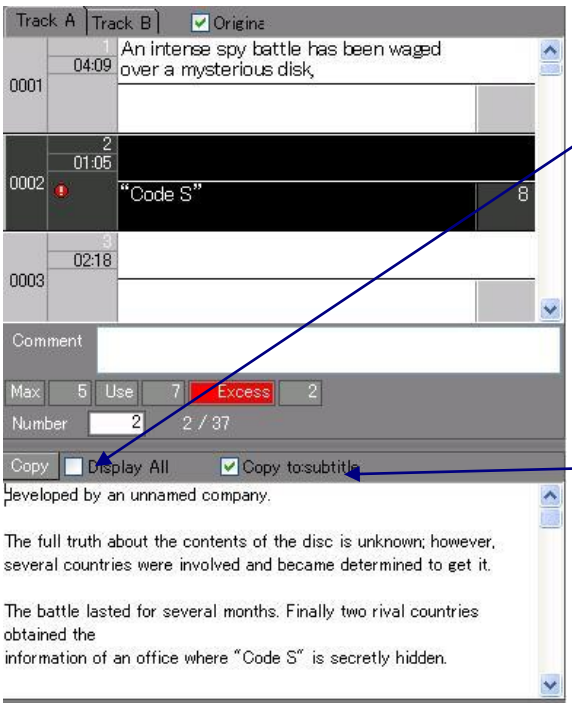
If you want to know how to import a script, see page 50.


Track A
Track B
Origina
0001
04:09
0002
01:05
0003
02:18
Comment
Max 17.2 Use 0.0 Remaining 17.2 Number 1 1 / 37
Copy
Display All
Copy to:subtitle
An intense spy battle has been waged over a mysterious disk, "Code S", developed by an unnamed company.
The full truth about the contents of the disc is unknown; however, several countries were involved and became determined to get it.
The battle lasted for several months. Finally two rival countries obtained the information of an office where "Code S" is secretly hidden.
An expert spy, Julia succeeded in breaking into the office, and finds the "Code S" disk..
Julia (chat window): Hello, Mr. X. I've found it.
Mr.X (chat window): Good, Check it out.

1. Click *Original* to show Original Text Windows.

2. Select a text from the Script Window by dragging the cursor over the text or holding down the *Shift* Key with the Right-Arrow Key.

3. Click the *Copy* button to paste the text in an Original Text Window.
The copied text will be deleted from the Script Window.


Track A
Track B
Origina
0001
04:09
An intense spy battle has been waged over a mysterious disk,
0002
01:05
"Code S"
0003
02:18
Comment
Max 5 Use 7 Excess 2
Number 2 2 / 37
Copy
Display All
Copy to:subtitle
Developed by an unnamed company.
The full truth about the contents of the disc is unknown; however, several countries were involved and became determined to get it.
The battle lasted for several months. Finally two rival countries obtained the
information of an office where "Code S" is secretly hidden.

Check *Display All* to display the whole script again. You can copy a text in this state as well.
The copied text will not be deleted from the Script Window.

To paste a copied text in a Subtitle Window, click *Copy to: Subtitle.*

These functions are mainly used for preview.

Click the icon to turn the Video Window to Full-Screen Display.

This function does not work during playback.

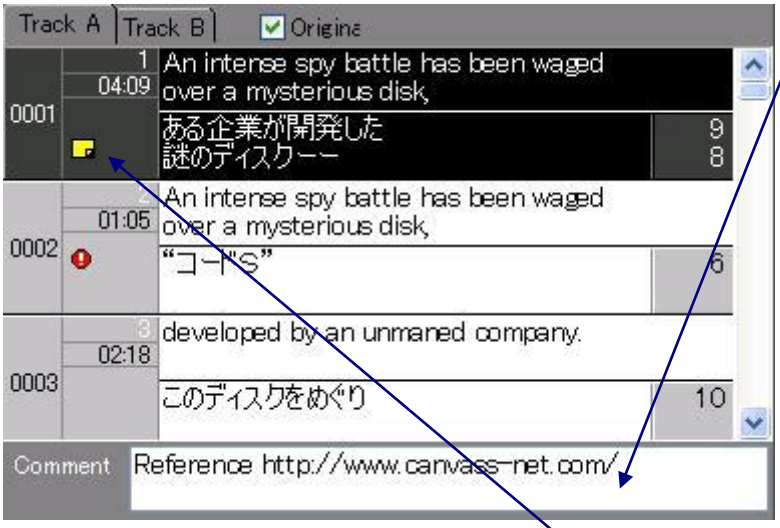
If you don't need the safety area, choose *User Setup* → *Display settings*, then clear the check box of *Display Safety Area*.

Click the button to hide the *Video Controller*.

Click the mouse on the screen to display the *Video Controller* again.

Click the button on the *Video Controller* to close the *Full-Screen Display* and return to the regular SST G1 screen.

You can make comments for subtitles.



1. Select the subtitle window where you want to make comments, then input your comments.

2. After making comments, you'll see yellow letter mark like this.

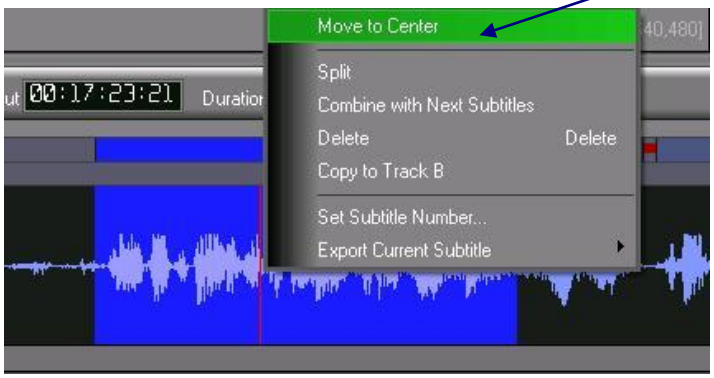
・When comments are deleted, the letter mark is also automatically disappeared.

・Comments can be imported to an Excel file.

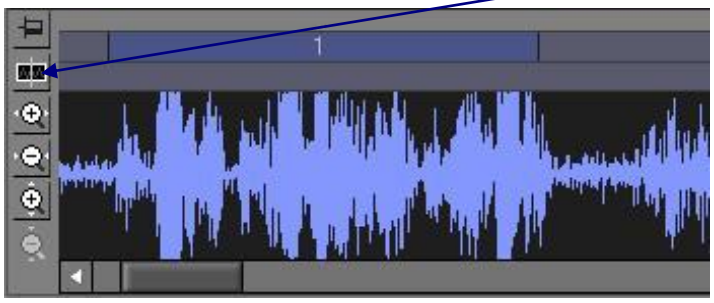
Please see "Export" in page 56-57, "Refview List (Excel)"

《Move to center》

Move the current subtitle to the center.

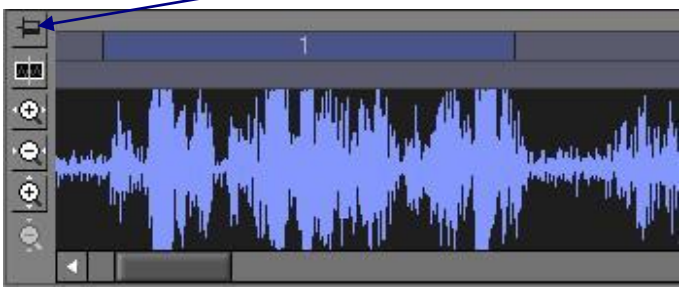


Activate the spotting segment you want to move. Right click on it and select *Move to Center*.



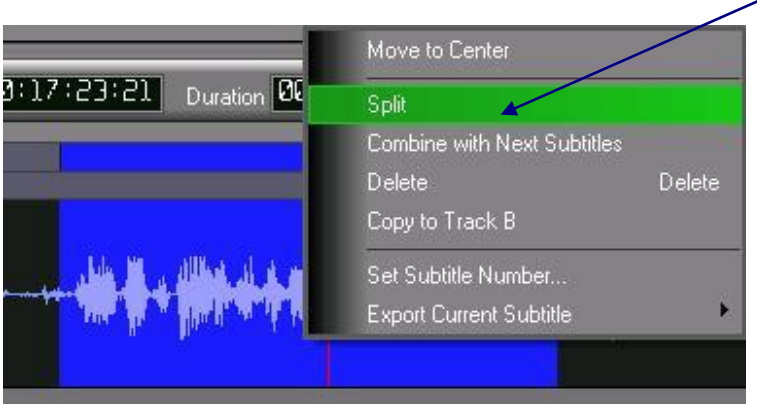
This button also moves the selected spotting segment to center.

《Lock the editing function》



Click this button if you want to avoid editing the Audio Waveform Window.

This function can be used to split a long subtitle, e.g., a subtitle of more than 2 lines.

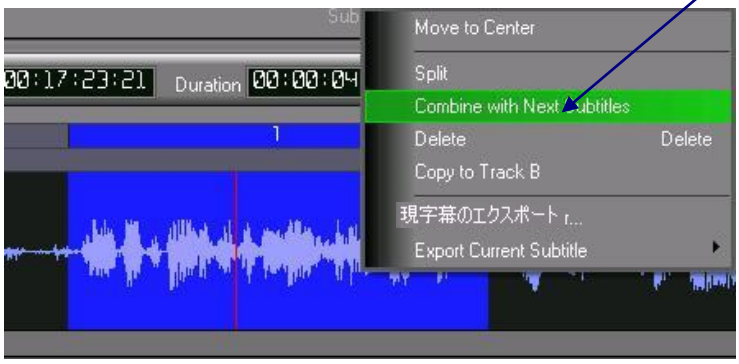


Place the cursor where you want to make the split. Right click on it and select *Split*.

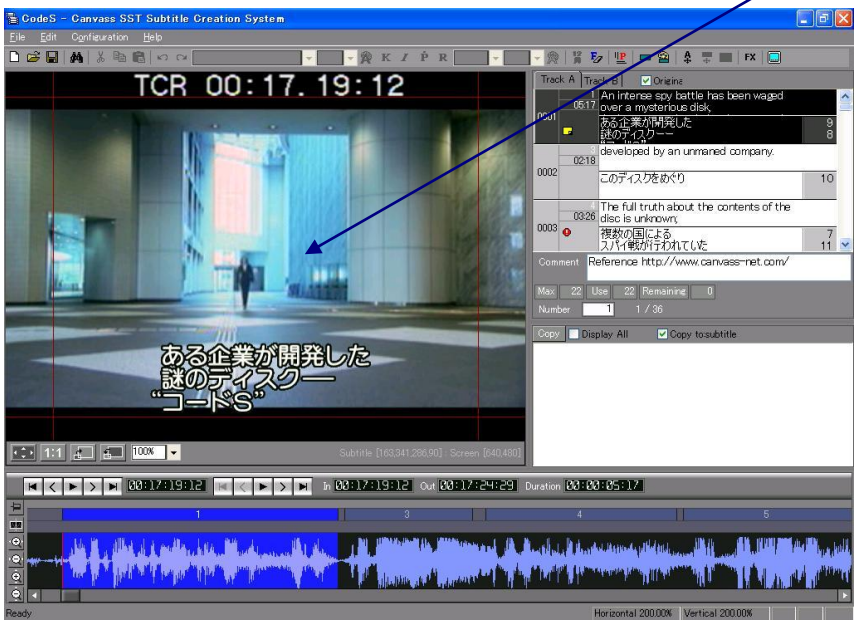
The same text appears in both spotting segments. Erase unnecessary parts as needed.

The number of a new subtitle after split will be a subnumber like this.

This function merges a subtitle with the one next to it.



Activate the first spotting segment of the two segments you want to merge. Right click on it and select *Combine with Next Subtitle*.


CodeS – Canvass SST Subtitle Creation System
TCR 00:17.19:12
An intense spy battle has been waged over a mysterious disk,
developed by an unmaned company.
The full truth about the contents of the disc is unknown.
ある企業が開発した
謎のディスクー
“コードS”

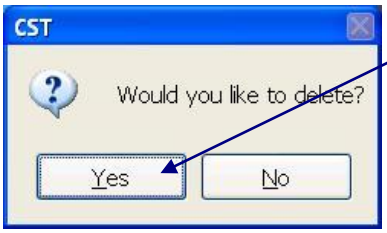
Tow subtitles are combined.

After combine, the number of the latter subtitles is erased.

《Deleting the Current Subtitle》

Delete from the waveform.

1. Right click on the current subtitle in the Audio Waveform Window and select *Delete*.

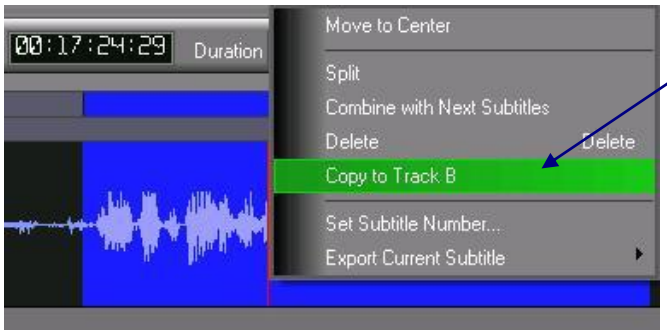


2. Click *Yes*.

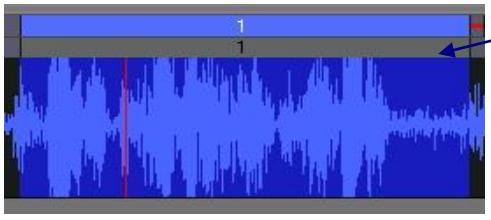
Activate the current subtitle in the Audio Waveform Window and press the *Delete* Key.

《Copying to Track B》

You can copy the spotting on A track to B track as exactly same timing, and vice versa.



Activate the spotting segment you want to copy. Right click on it and select *Copy to Track B*.

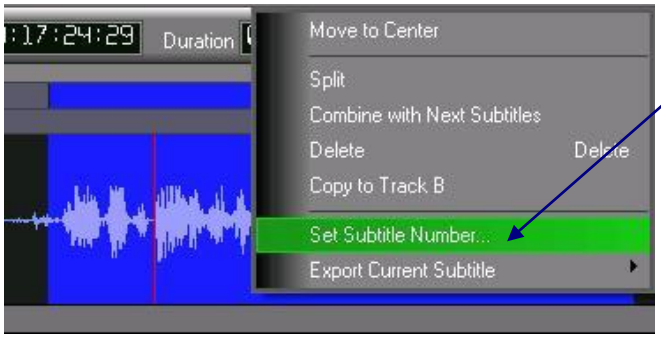


This segment has been copied to Track B. The text has also been copied.

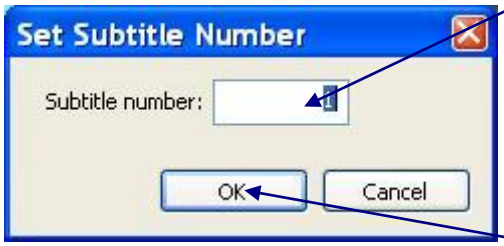
When text is copied, it overlaps previous text on the screen. You need to delete one of the texts.

《Set subtitle number》

This function is used for arbitrary allocation of a number for the current subtitle.



1.Activate the spotting segment to which you want to assign a subtitle number. Right click and select *Set Subtitle Number*.



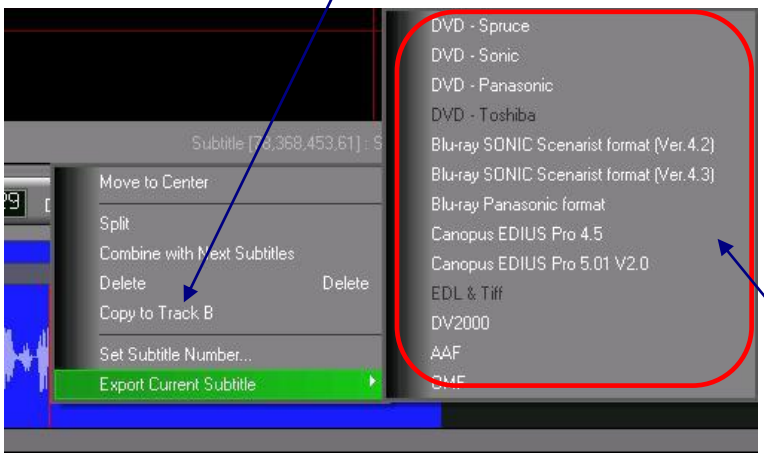
2.Enter an appropriate number.

3. Click *OK*.

Not only numerals but text can also be entered.

《Export the current subtitle》 ※Optional features

Export only one subtitle into the file type you need.



1.Activate the spotting segment you want to export. Right click on it and select *Export Current Subtitle*.

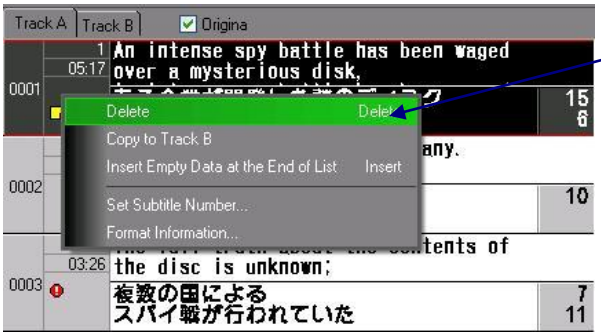
2.A list will be displayed. Select the appropriate item and set information under each tab as needed.

- *All*
- *Color Scheme Setting*
- *Detail Settings*

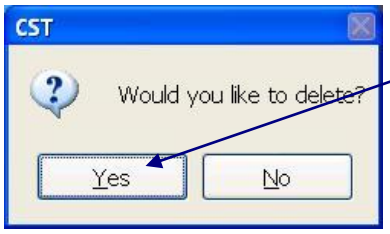
To modify multiple subtitles at once, specify the subtitles with the *Shift* Key or the *Ctrl* Key.

※In order to change the setup individually in "Format information", you need advanced edting option. (Font varieties, Color and size of Font Edge, Kerning, Leadding, Mask, and Fade are option)

《Deleting a Subtitle》



1. Right click on the Subtitle Window you want to delete and select *Delete*.



2. Click *Yes*.

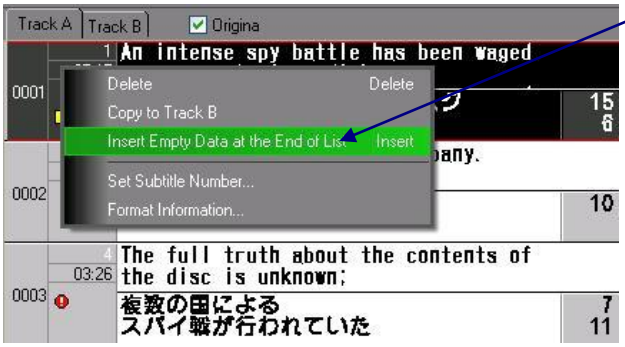
《Copying to Track B》

Right click on the Subtitle Window you want to copy and select *Copy to Track B*.

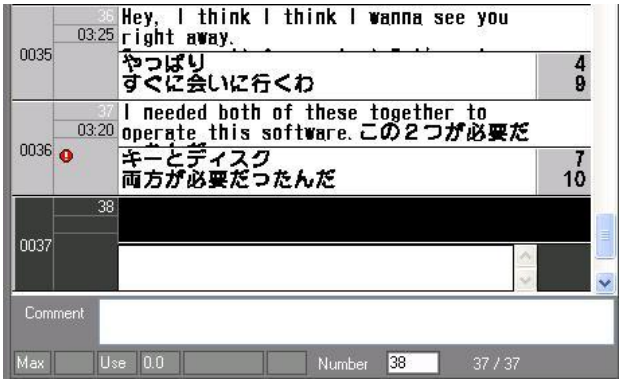
When text is copied, it overlaps previous text on the screen. You need to delete one of the texts.

《Adding a Subtitle Window at the End of the List》

Make an empty subtitle window first, then use it when make spotting later.



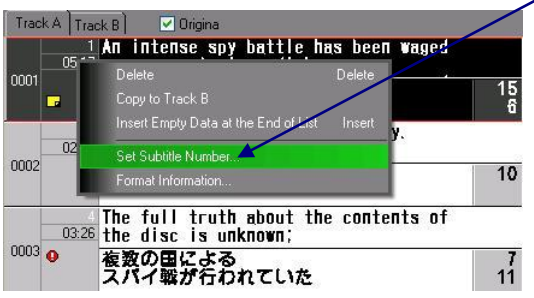
To add a new Subtitle Window, right click on any Subtitle Window and select *Insert Empty Data at the End of List.*



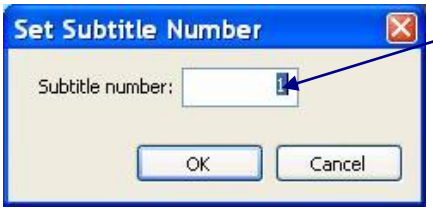
A new Subtitle Window can be added by pressing the *Ins* Key after activating a Subtitle Window.

《Set Subtitle Number》

Set up the number you want on the current subtitle.



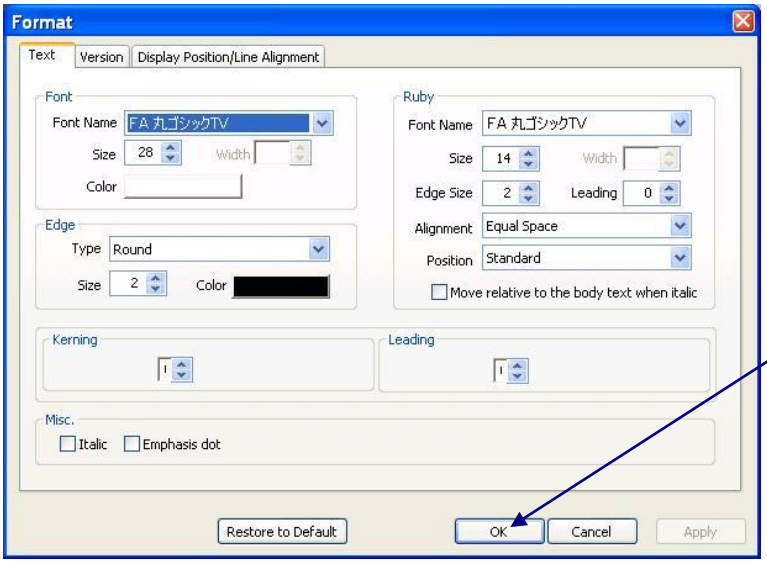
Activate a Subtitle Window or a spotting segment to which you want to assign a subtitle number. Right click and select *Set Subtitle Number.*



Enter an appropriate number and click *OK.* Text can also be entered.

《Format Information》

Right click on a Subtitle Window and select *Format Information*.



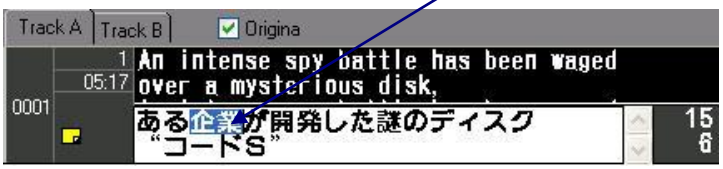
When you finish the setup, click *OK*.

【Note】The following items are optional features.

- *Font and Edge Color*
- *Font and Edge Size*
- *Kerning and Leading*
- *Mask/Fade*

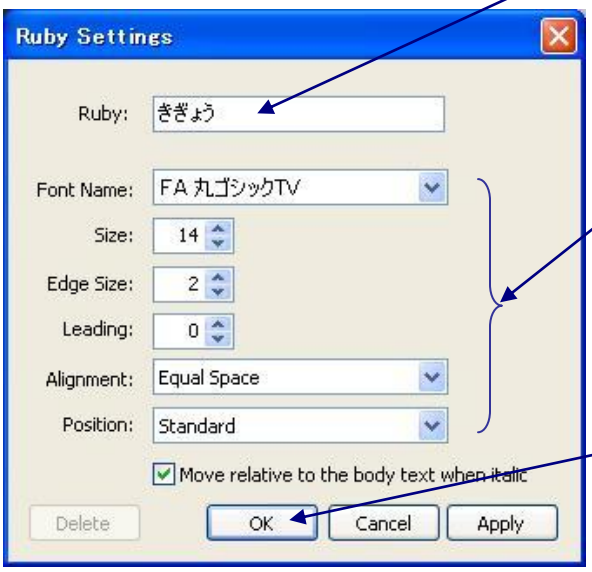
Please see pages 69-71 for details.

《Add ruby text》



1.Specify characters to which ruby text will be added and click the R icon.

2.Enter ruby text.



3.Specify other information as needed.
Please see pages 69 for details.
Optional function is needed to set individually.

4.Click *OK*.

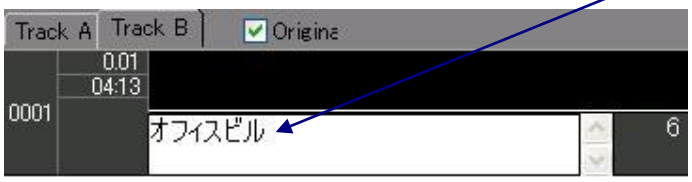
《Italic》

Select characters to be italicized and click the I icon.

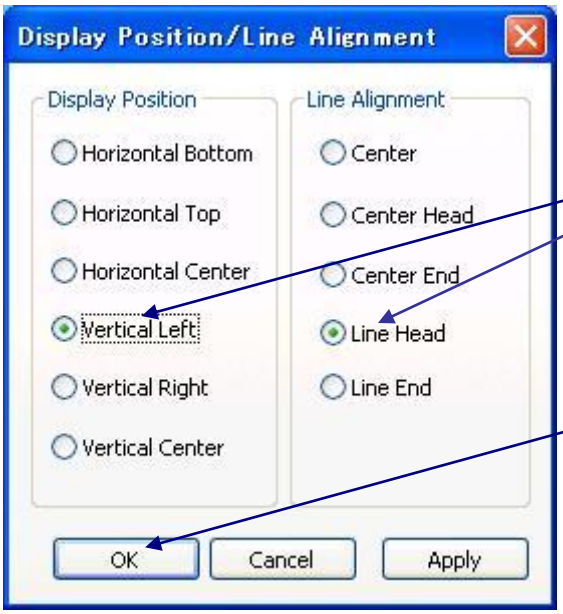
《Add emphasis dots》

Select characters to receive emphasis dots and click the Ṗ icon.

《Change display position and line alignment》



1.Activate a Subtitle Window to change positioning and click the icon.



2.Select *Display Position and Line Alignment*.

3.Click *OK*.

By changing the positioning in this way, subtitles on Tracks A and B can be displayed simultaneously.

Track B

Track A

《Set up font/edge type, and size.》

1.Select the letters that you want to change the size or edge type.

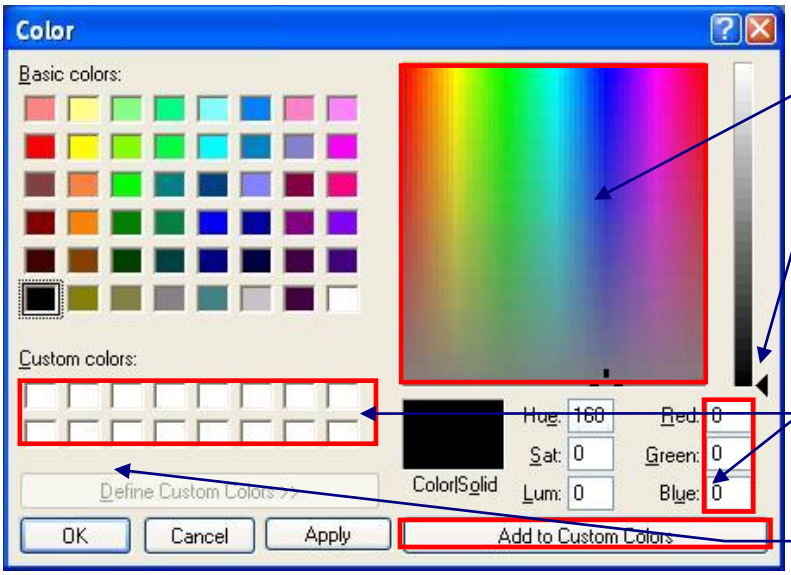
・Change font and size.

2. Select each from the toolbar.

・Change edge and size.

《Set up the color of font and edge》

1.Select characters and click the icon. To change the color of the edges, click the icon.



2.Select a color.

By clicking on this screen, you can choose your favorite color. By entering RGB values, you can specify the color as well.

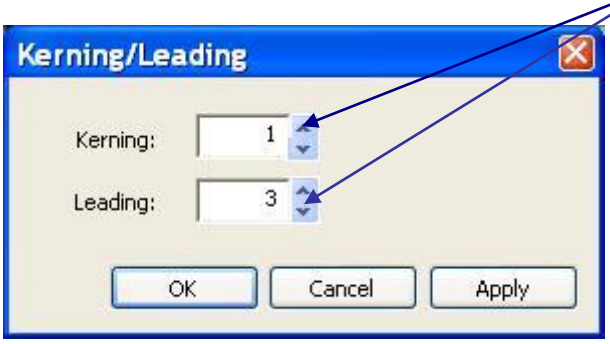
Selected colors can be saved.

3.Click *OK*.

《Adjust kerning and leading》

Kerning is the space between letters, and Leading is the space between lines.
They can be adjusted by this function.

Select characters to adjust the space and click the K icon.



Enter values for each item.

Larger values expand the space and smaller values narrow the space. Negative values can be entered.

《Position a subtitle freely》

Select a Subtitle Window and click the icon or click a subtitle on the screen.

○Coordinate Display on the bottom right of the Video

A green frame, as shown, will appear on the subtitle. Position the subtitle with the Arrow Keys or a mouse.

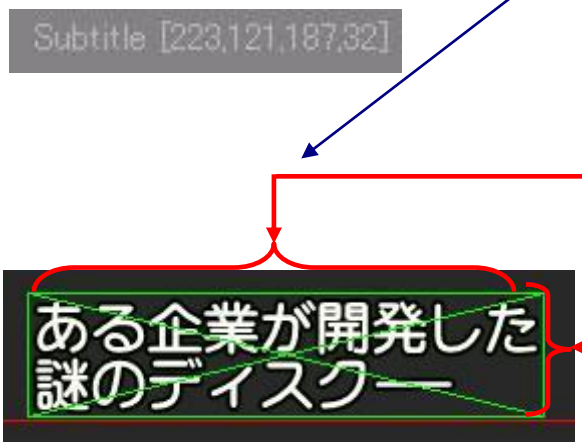
Coordinate Display values

・223 Distance from the left side of the screen to the subtitle.

・121 Distance from the top of the screen to the subtitle.

・187 Length of the subtitle.

・32 Width of the subtitle.

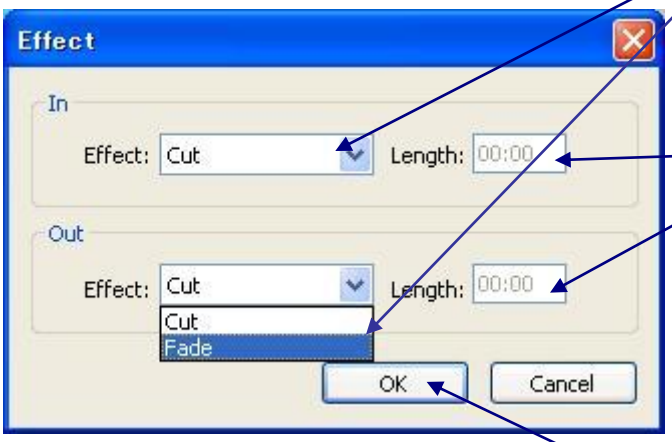


《Fade effect》

Fade is gradual appear of subtitles (Fade in), or gradual disappear (Face out).
Usually, we don't use Fade and it's called "Cut".

The duration of the Fade means from a subtitle not displayed completely to be displayed completely, or vice versa.

1.Select a Subtitle Window to apply a fade effect, click the FX icon.



2.Select *Fade or Cut* from the list.

3.Enter the duration of the effect.
It cannot be set longer than the duration of the spotting segment.

4.Click *OK*.

《Create a mat》

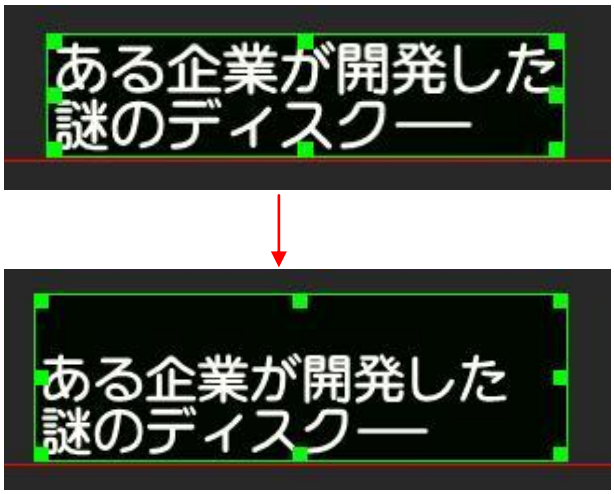
Mask is a colored square box behind a subtitle.

Select a subtitle to add a mat and click the icon.

Click to change the color of the mat.
Please see pages 70 for details.

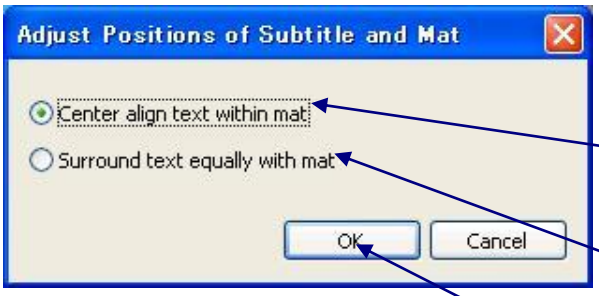
Click the icon again to remove the mat.

《Move or resize a mat》



Clicking the icon displays the frame as shown. It can be moved or resized with the Arrow Keys or by using the mouse.

《Center align text within a mat》



Clicking the icon displays the dialog box as shown. Select one of the options.

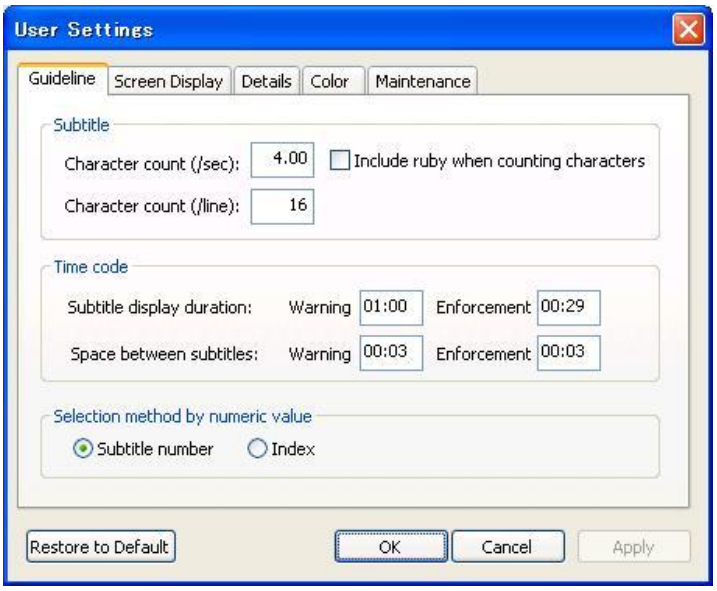
Subtitle moves along with mask.

Mask moves along with subtitle.

Click *OK*.

Go to *File* and click *User Settings.*

《Set guidelines》



a. Subtitle

ⅰ. The number of subtitles per second

By setting this guideline, the number appearing in the *Maximum Character Indicator*, *Used Character Indicator*, and *Remaining Character Indicator* are determined. If the number exceeds the guideline, a red mark will appear in the Text Window.

※If *Include ruby when counting characters* is checked, ruby text will be included in the number of characters.

ⅱ. The number of characters per line

By setting this guideline, the number appearing in the *Characters Per Line Indicator* is determined.

If the number exceeds the guideline, a yellow mark will appear in the Text Window.

b. Time Code

ⅰ. Subtitle Length

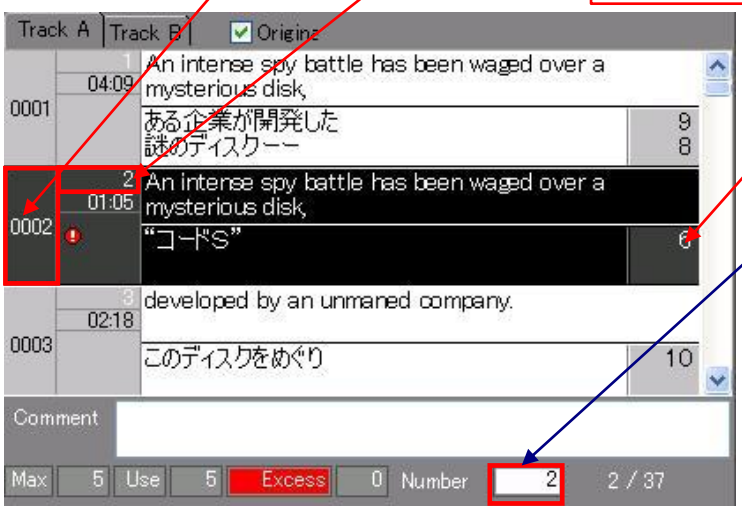
A subtitle that is shorter than what has been set for *Warning* will appear in red in the Audio Waveform Window. A subtitle that is shorter than what has been set for *Enforcement* cannot be created.

ⅱ. Space Between Subtitles

The space between subtitles cannot be smaller than the value in *Enforcement*. Reset the value to create a smaller space. Resetting the value will not affect previously created subtitles.

c. Selection by numeric value

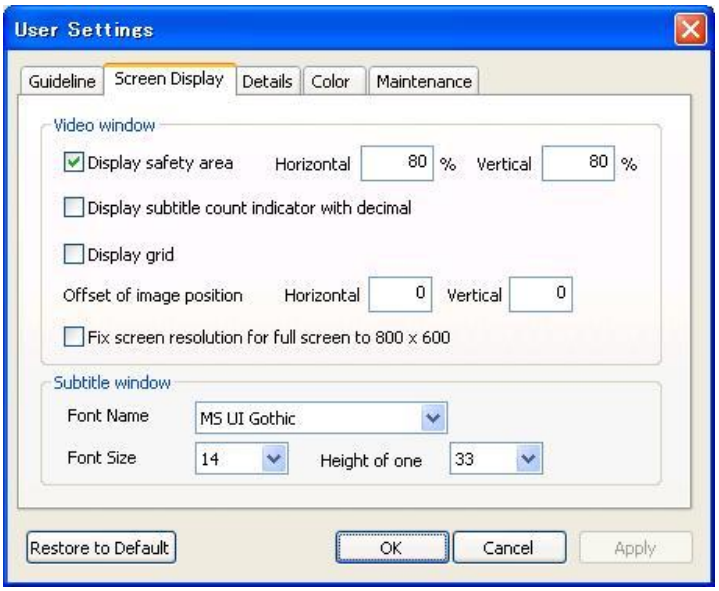
A numeric value to be entered in *Specify Range* in the *Format* dialog box, *Delete Subtitle*, *Reassign Subtitle Number*, and *Number* in the Text Window, can be selected from *Subtitle number* or *Index* number.



Number of letters per line.

If *Subtitle number* was selected under the *Guideline* tab, you can jump to the subtitle number specified in this box. If *Index number* was selected under the *Guideline* tab, enter the Index number you want to move to in this box.

《Set screen display》



a. Video Window

ⅰ. Display safety area

When this box is checked, safety area lines will be displayed in red in the Video Window. The display position of the safety area is determined by the value in the percent boxes.

※It is usually set to 80% for SD images.

ⅱ. Display subtitle count indicator with decimal

When this box is checked, the number in the *Subtitle Count Indicator* in the Text Window will be displayed with decimals.

ⅲ. Display grid

When this box is checked, grid line will be displayed in the Video Window.

ⅳ. Offset of image position

Set an image offset by entering values in the *Horizontal* and *Vertical* boxes. This is used to modify the position of the image vertically and horizontally when it gets out of alignment when encoded. Enter the appropriate value depending on the characteristics of the encoder.

Holizontal: Positive values move the position to the right, and negative values move the position to the left.

Vertical: Positive values move the position downward, and negative values move the position upward.

ⅴ. Fix screen resolution of full screen to 800 × 600

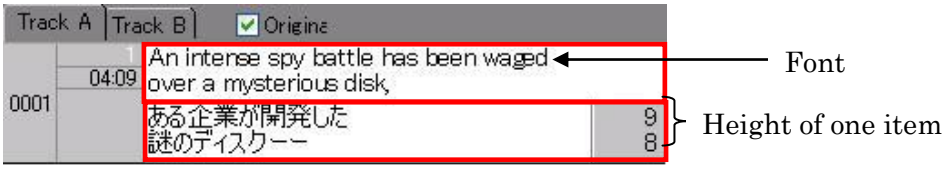
When this box is checked, the resolution of the full screen display mode will be fixed at 800 × 600.

b. Text Window

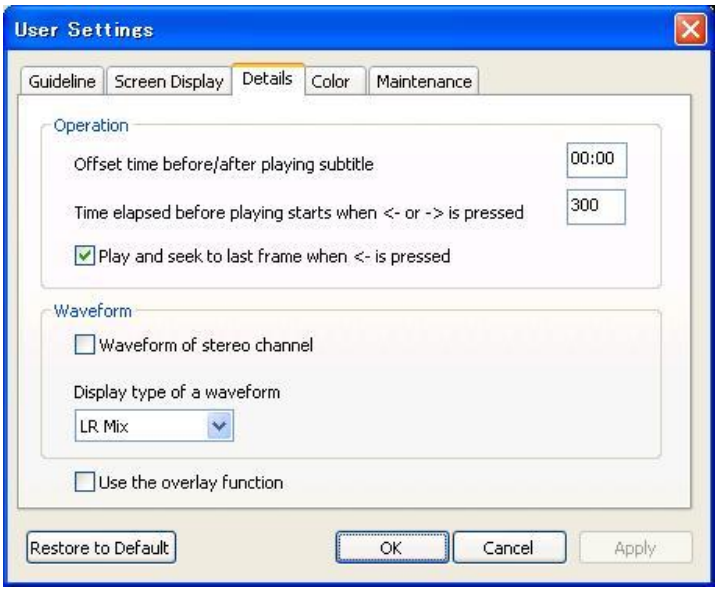
ⅰ. Font Name: The font type to be displayed in the Text Window can be specified.

ⅱ. Font Size: The font size to be displayed in the Text Window can be specified.

ⅲ. Height of one item: The height of the Subtitle Window and the Original Text Window can be specified.



《Set details》



a. Operation

ⅰ. Offset time before/after playing subtitle

When a spotting segment is played repeatedly, it starts playing before its in-point time code for the specified numeric value.

ⅱ. Time elapsed before playing starts when ← or → is pressed (indicated by milliseconds).

Reaction time can be set for the regular playback (not a one-frame replay) with the Left Arrow Key or the Right Arrow Key.

300 means 0.3 seconds. The larger the value, the slower the reaction.

iii. Play and seek to last frame when ← is pressed

When this box is checked, the image will move with sound when the Left Arrow Key is pressed (one-frame backward replay).

When holding down the Left Arrow Key for backward replay, sound will not be generated whether the box is checked or not.

b .Wave data

This is the function that can select one audio channel either stereo or L/R.

When make waves by checking *generate with stereo* before import a new motion file, you can switch the display type of the wave to "L Only" or "R Only".

When make waves by without cheking *generate with stereo*, you cannot switch L/R.

c .Use overlay for video display.

This is the function that can select a handling method without depending on overlay when your pc does not support overlay.

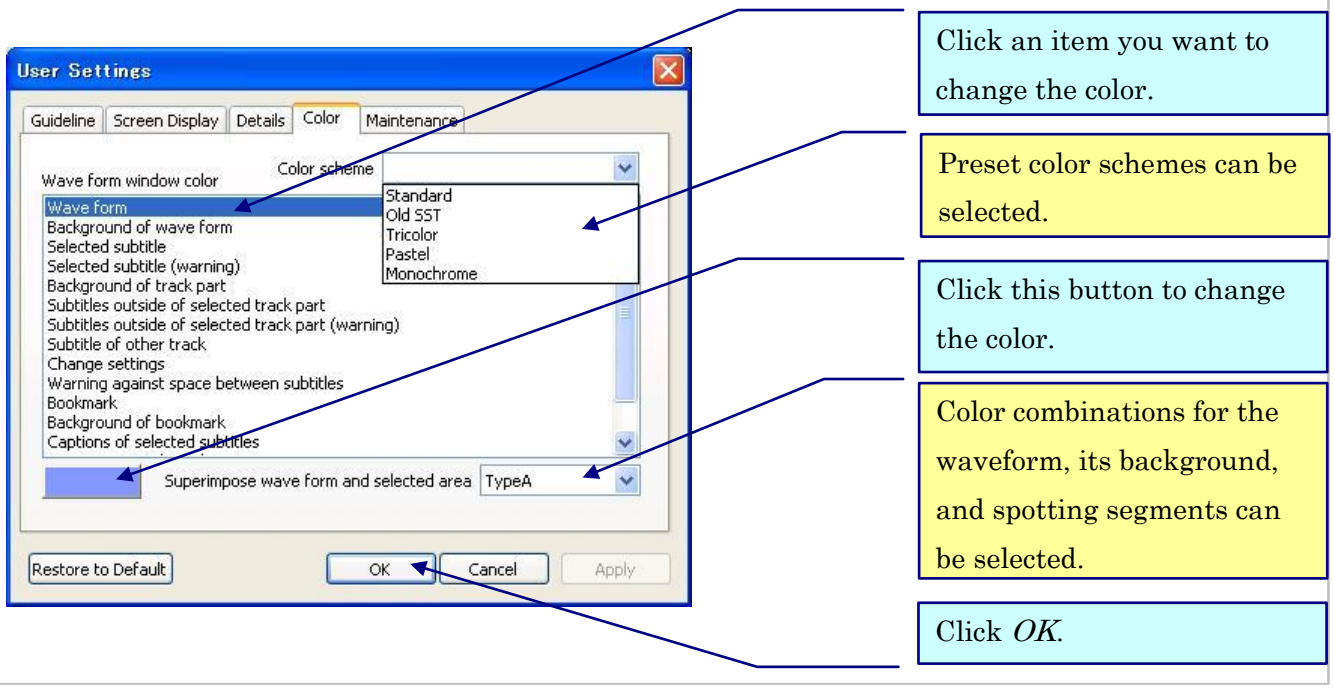
【Notice】

・This function does not work on WMV file.

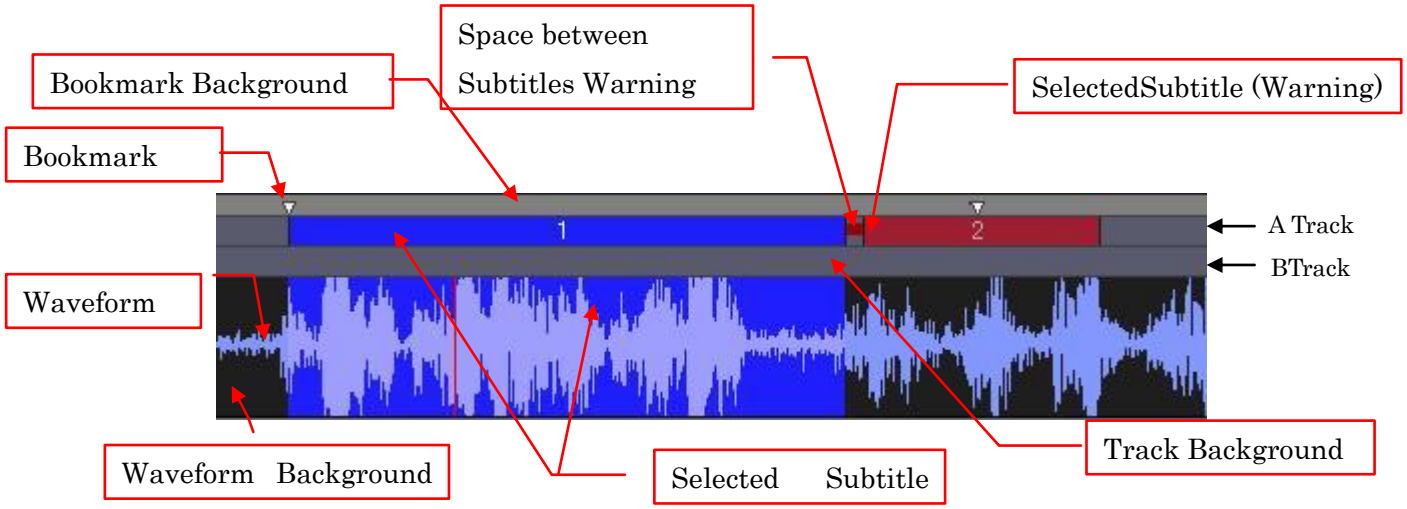
・This handling method requires high performance of PC, so use original overlay function if your PC supports overlay.

《Set colors》

You can select the color for the items listed in the menu.



a . Color of the Audio Waveform Window



i . Subtitles outside of selected track: Track color of subtitles not selected.

ii . Subtitles outside of selected track (Warning): Track color of subtitles not selected carries warnings.

iii . Subtitle of other track: Color of Track B when Track A is selected and vice versa.

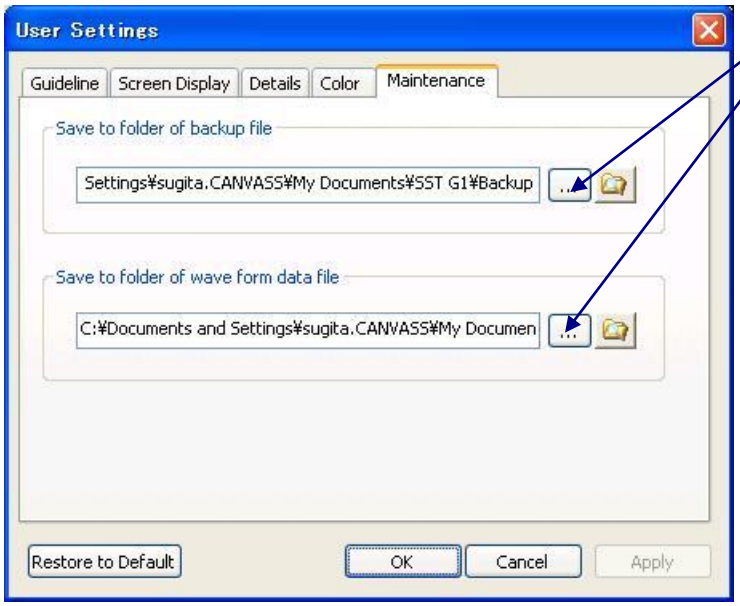
iv . Change settings: The color of the space between subtitles when there is no gap. The waveform should be expanded far enough horizontally (over 200%) to see this color.

※Please see the value on the bottom right of the Audio WaveformWindow.

b. Superimpose Audio Waveform and selected area

Color combinations for the waveform, its background, and spotting segments can be selected from three patterns.

《Set maintenance options》



Open *Explorer* and delete unnecessary files.

Please erase backup files you don't need occasionally.

a. Save to folder of backup file

i . Deletion of backup files

Click the *Open Explorer* button and delete backup files from the folder.

ii . Destination for backup files.

Destination for backup files can be chosen by specifying the pass name.

b. Save to folder of audio waveform data file

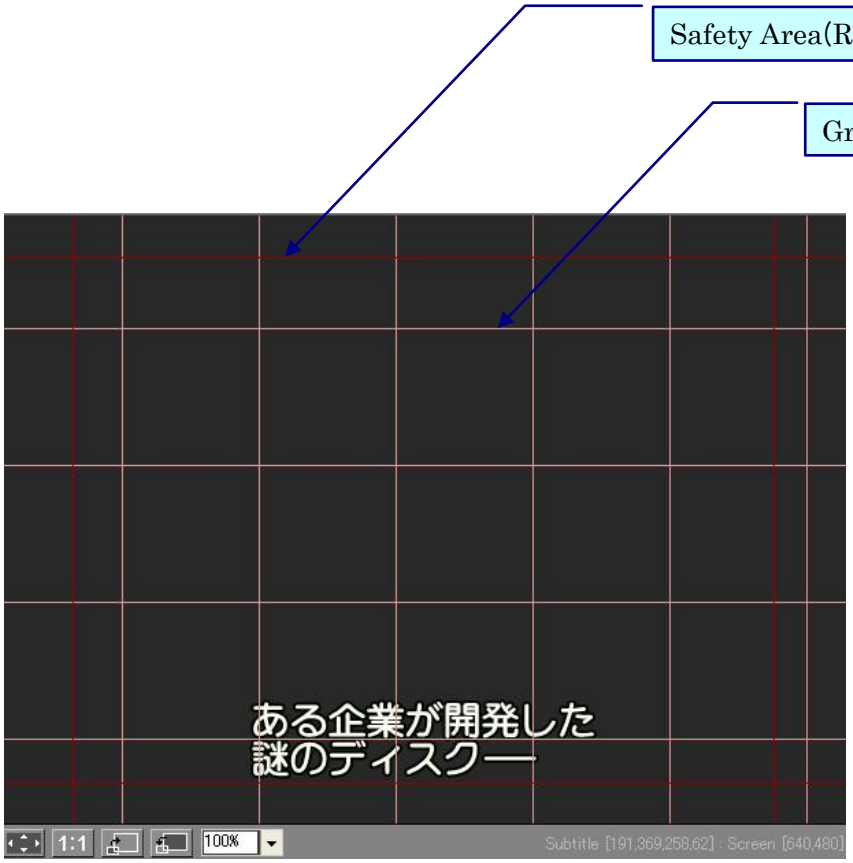
i . Deletion of audio waveform data file

Click the *Open Explorer* button and delete audio waveform data files from the folder.

ii . Destination for audio waveform data files

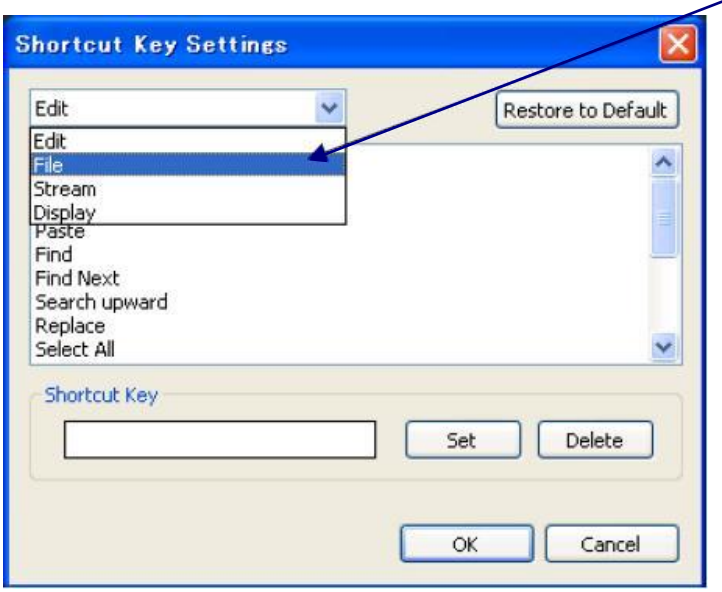
Destination for audio waveform data files can be chosen by specifying the pass name.

○Indications from the *User Settings* dialog box.

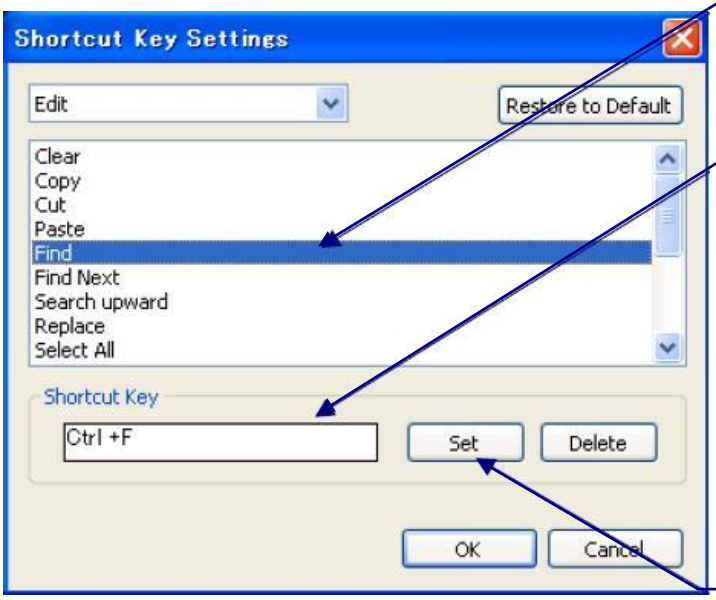


Warning
Red: Number of characters per second
Yellow: Number of characters per line
Number displayed in red next to a yellow mark is the number of the line with the warning.

Go to *File* and click *Shortcut Key Settings*.



Select a category from the pull-down menu in the *Shortcut Key Settings* dialog box.



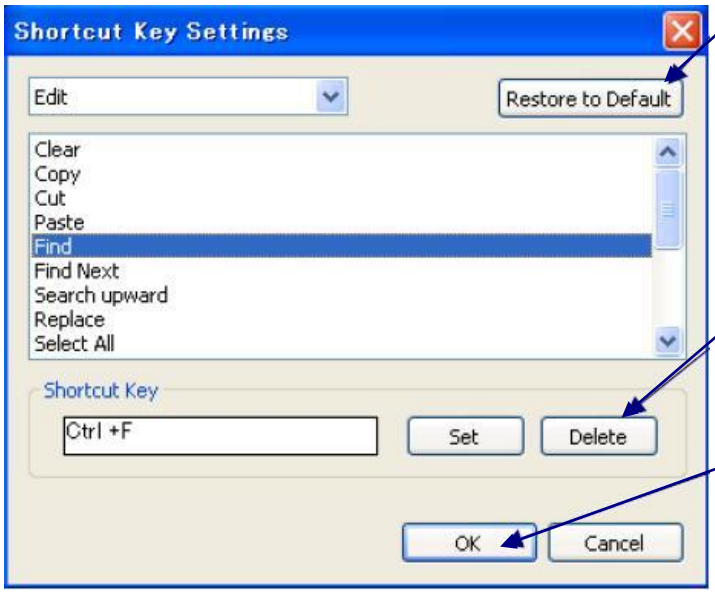
Select an item to change from the category list.

The existing shortcut key setting is displayed in the *Shortcut Key* box. When there is no setting, the box is blank.

To change the shortcut key or add a new entry, enter the new key setting in the *Shortcut Key* box and click Set.

Press the keys you want to use as keyboard shortcuts.
For example, if you want to use *Ctrl* Key and *F* Key, press these keys simultaneously. In the *Shortcuy Key* box, the new setting is reflected as “Ctrl + F”.

To validate the new shortcut key settings, restart the SST G1.



To restore all shortcut keys to the default, click *Restore to Default.*

To delete a shortcut key, click *Delete.*

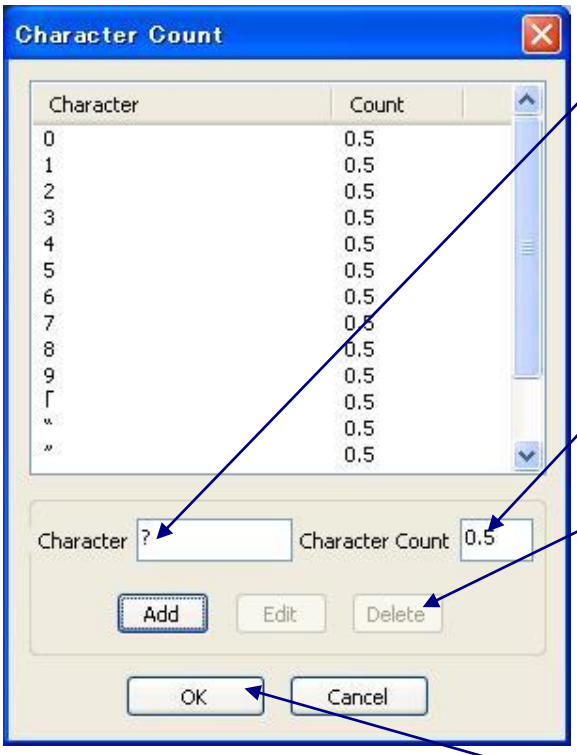
Click *OK.*

Please be sure to restart SST G1.

《Character Count》

You can setup the way to count the letters of subtitles per each letter.

1. Go to *File* and click *Character Count*.



2. Register a new character by typing it into the *Character* box or select a character to change from the list.

3. Enter the count value in the *Character Count*.

4.To add a new entry, click *Add*. To change the character counting method, click *Edit* or *Delete*.

5. Click *OK*.

《Importing Data Files》

Files created using systems other than SST G1 (or files created using SST G1 and modified using other systems) can be imported as data files. A project file has to be opened before importing a data file. If a project file does not yet exist, a new project file must first be created.

- SST Project File
- Script (.txt)
- Videotron/Lambda ※Optional feature
- WIN2020 PAC ※Optional feature
- EBU ※Optional feature
  CAST Optional feature

※ For the detail on the options, please see the attached slip.

《SST Project File》

This function is used for; split one file to some files, make subtitles on each file, then combine all the files.

An SST project file can be imported in the following way:

1. Go to *File*, select *Import* and click *SST Project File*.
2. Select a file from the *Import SST Project File* (.sdb or .mdb)dialog box.
3. Click *OK*.

※Complete time code settings beforehand.

《Script》

If a script is available, it can be imported in the following way: The format you can import is text file (txt).

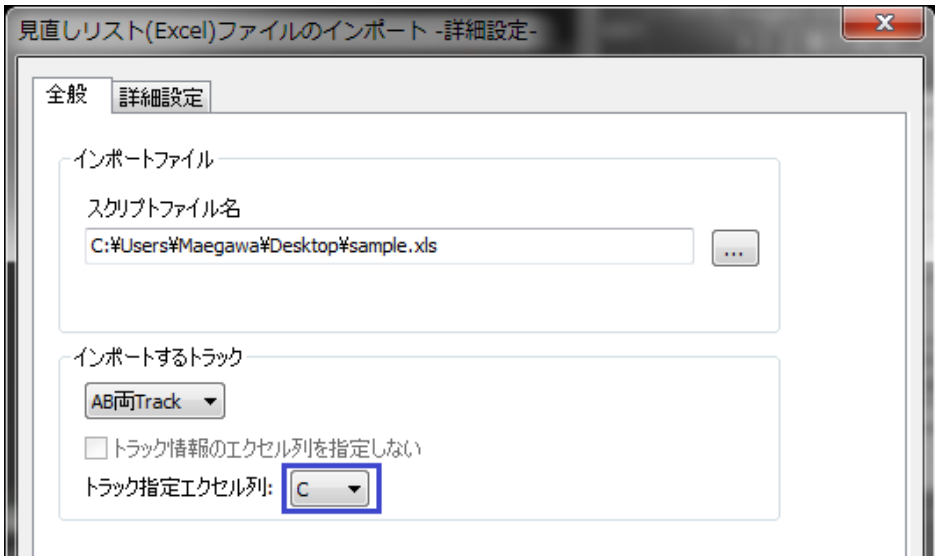
1. Go to *File*, select *Import* and click *Script.*
2. Click this button to identify the folder where the script is saved.
3. Select the script and click *Open*.
4. Select Character Encoding Type under the Detail Settings tab.
   ※When importing scripts written in other languages (Unicode), select UTF8 or UTF16.
5. The script is displayed in the Script Window.

《Review List（Excel）》

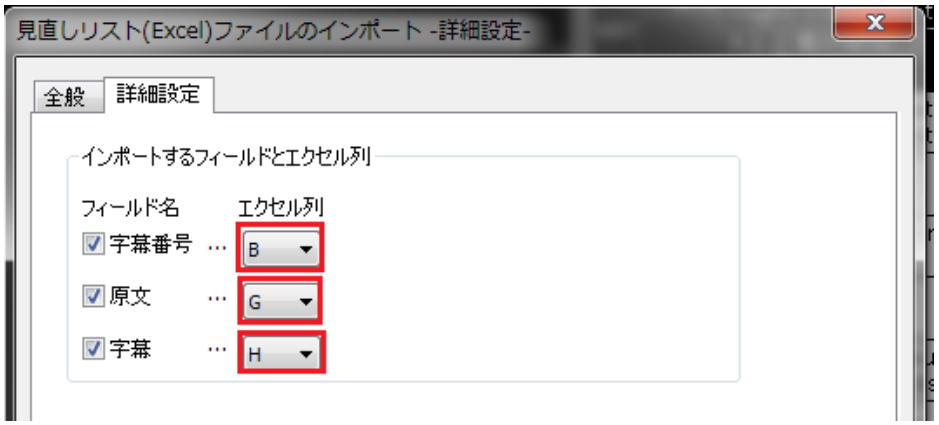
1. Go to *File*, select *Export* and click *Review List(Excel).*

・Set details.

When a *"review list" (Excel)* is exported, an exported column of each information was changed depend on the setup of export item. Therefore, when importing the lists, you have to specify which column is for which information.



Screen 1



Screen 2

	A	B	C	D	E	F	G	H	I	J
1	No.	字幕番号	トラック	表示開始時間	表示終了時間	表示時間	原文	字幕	文字数	斜体
2	1	1	A	00:17:19:11	00:17:23:21	00:00:04:10	An intense spy battle has be	ある企業が開発した 謎のディスクーー	9 8	
3	2	2	A	00:17:23:24	00:17:24:29	00:00:01:05	An intense spy battle has be	"コードS"	6	
4	3	3	A	00:17:25:01	00:17:27:20	00:00:02:19	developed by an unmaned c	このディスクをめぐり	10	
5	4	4	A	00:17:27:26	00:17:31:22	00:00:03:26	The full truth about the cor	複数の国による スパイ戦が行われていた	7 11	
6	5	5	A	00:17:31:26	00:17:37:02	00:00:05:06	however, several countries v	全容は明らかではなかったが 各国が火花を散らしーー	13 11	
7	6	6	A	00:17:37:15	00:17:40:04	00:00:02:19	The battle lasted for severa	攻防は数カ月に及んだ	10	

According to the setups of screen 1 and 2, the above columns are imported.

By changing indication which columns to read in, it will become possible not only to replace original-texts and subtitles, but also to import any translated text data of other languages which had been input to other column.

* The above is the array of an Excel sheet when a review list is exported with all items.

* Due to the Excel specification, "rubi" will be exported either *"hiragana"* or *"katakana"* into a *review list (Excel)*.

《Exporting Data Files》

Data files can be created for various purposes such as (1) review of work, (2) work to be done outside of SST G1 and (3) creating subtitles with supported third-party systems.

- Review List (TXT)
- Videotron　Lambda　※Optional features
- WIN2020 PAC ※Optional features
- EBU ※Optional features
- DVD-Spruce format ※Optional features
- DVD-Sonic Scenarist format ※Optional features
- DVD-Panasonic format ※Optional features
- CANVASs Open Subtitle file format ※Optional features
- Blu-ray SONIC Scenarist format（ver.4.2）※Optional features
- Blu-ray SONIC Scenarist format（ver.4.3）※Optional features
- Blu-ray Panasonic format ※Optional features
- DV2000 format ※Optional features
- CAST format ※Optional features
- AAF ※Optional features
- SST Project file　MDB File
- Review List（Excel）
- CineCanvas DLP Cinema XML ※Optional features

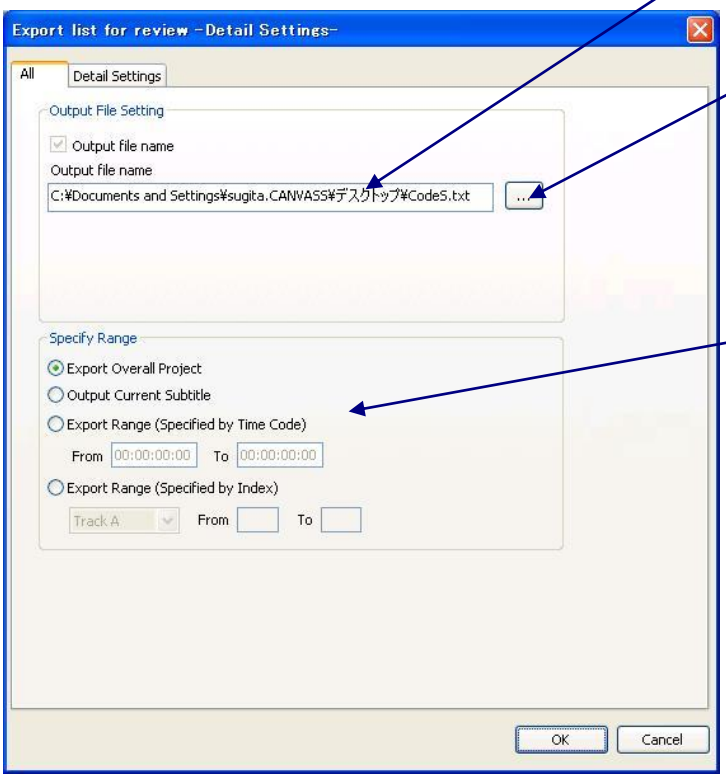
※For the detail on the options, please see the attached slip.

When exporting data to a third-party system, there may be some restrictions, depending on system specifications. In that case, an error message will appear.

《Review List (TXT)》

1. Go to *File*, select *Export* and click *Review List (TXT).*

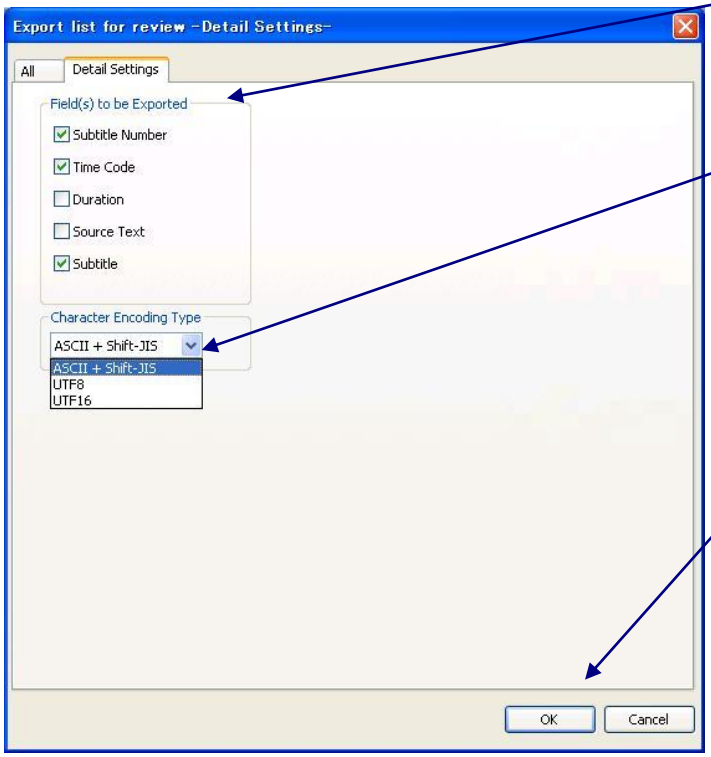
・Set Details



2. This file name and location automatically appears.

To save under a different file name and location, click this button and specify the new name and location.

3. Specify the range.



4. Check the appropriate items.

5. Select *Character Encoding Type* from the pull-down menu.

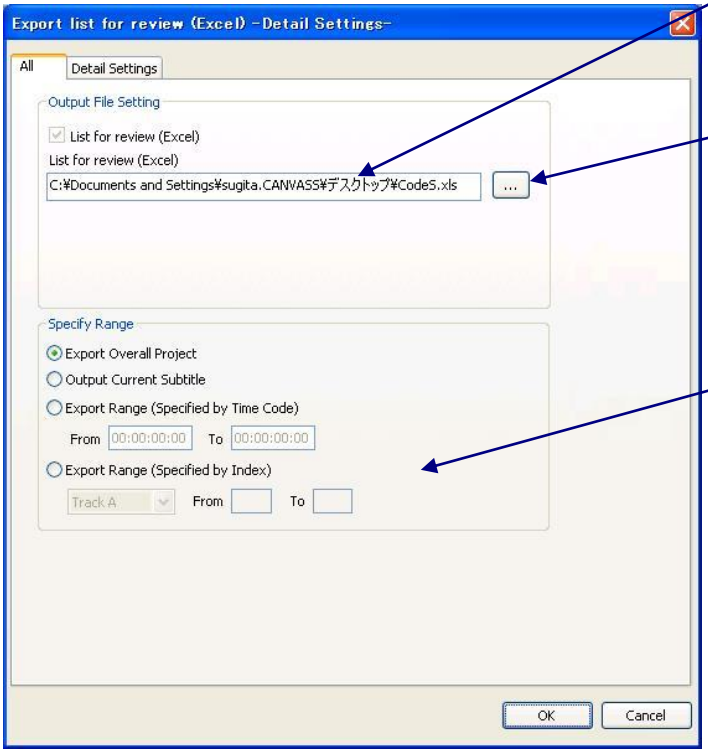
6. Click *OK.*

When this message appears, the export is complete.

《Review List（Excel)》

1. Go to *File*, select *Export* and click *Review List(Excel).*

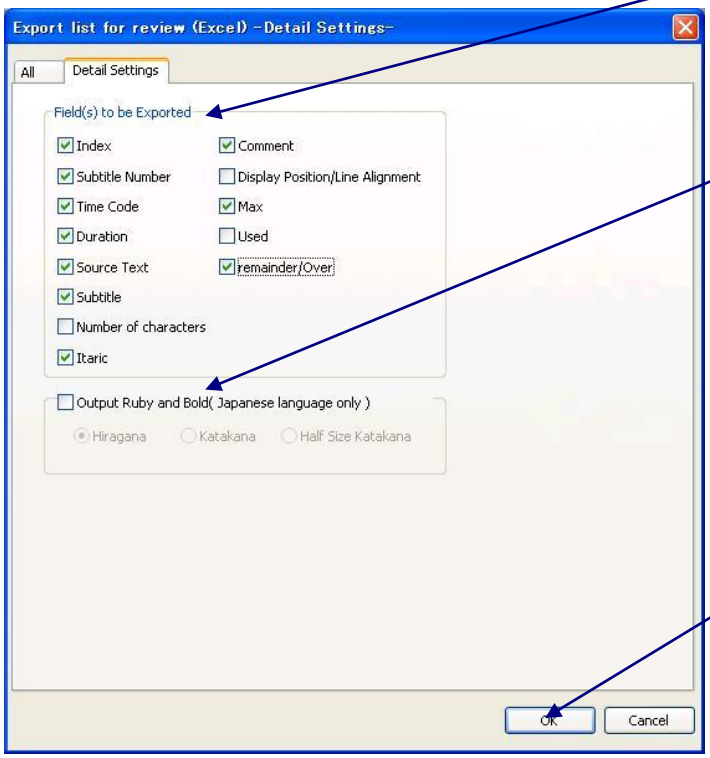
・Set details.



2. This file name and location automatically appears.

To save under a different file name and location, click this button and specify the new name and location.

3. Specify the range.



4. Check the appropriate items.

5. Select a display form for ruby text.

6. Click *OK*.

Due to Excel specifications, ruby text can be exported only to the Japanese version of Excel.

7.When this message appears, the export is complete.

《SST Project File (MDB File)》

An SST project file (MDB File) can be exported in the following way:

1. Go to *File*, select *Export* and click *SST Project File (MDB File).*
2. Specify the destination and name of the file to receive the data in *Output File Setting* under the *All* tab of the *Export SST Project File (Old Version)* dialog box.
3. Select the appropriate item in *Specify Range* under the *All* tab.
4. Click *OK*.

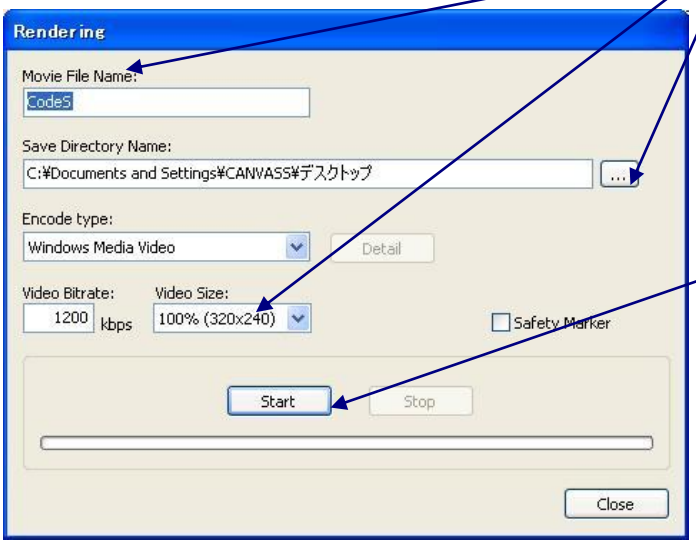
【Notice】

There may be some margin of errors such as display position and space between letters.

You can make a WMV file with subtitles by combining subtitles with MPEG-1 that is used for making subtitles.

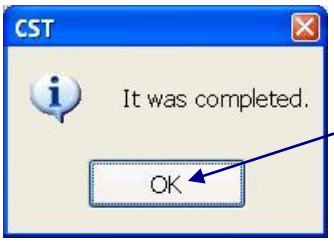
【Notice】When you use WMV, leandering does not work.

1 . Click *File* menu, then choose *Rendering*.



2. Select file name of subtitled file, place to save, bit rate, video size.

3. Click *Start* to start rendering.



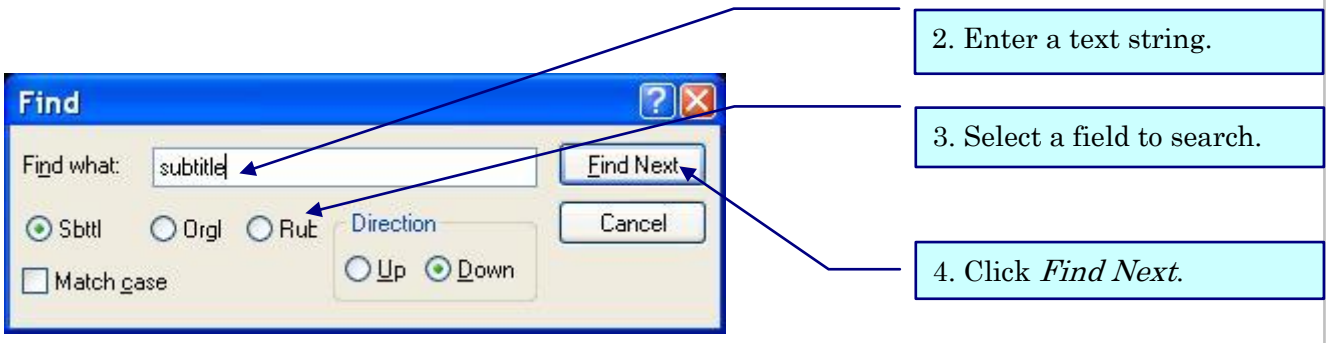
4. When rendering finishs, press *OK*.

- Rendering requires a lot of capability on your PC, so we don't recommend doing it along with other works.
- If you reduce bit rate, all the 30 frames are not made, and they may become frame-by-frame playback.

《Search a Subtitle》

Search character strings on subtitles, original texts, or ruby texts.

1. Go to *Edit* and click *Find*, or click the icon.



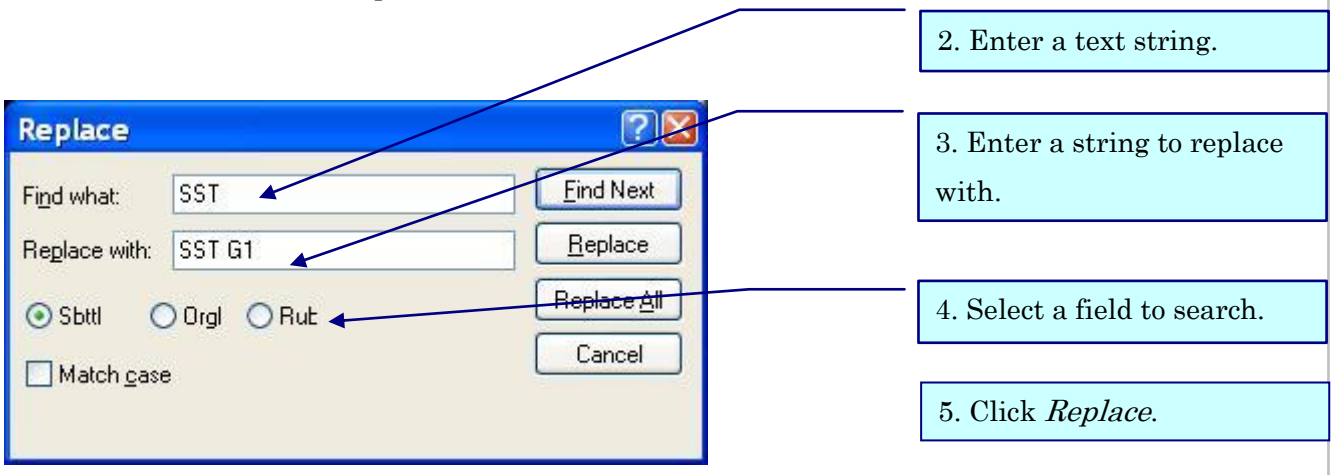
- The text window that includes the character strings you are searching becomes active.
- If you drag the character strings you want to search and then click *Search*, they are displayed in "Search character strings" so you don't have to type them.

※Same as replacement.

《Replace a Subtitle》

Replace subtitles, original texts, or ruby texts.

1. Go to *Edit* and click *Replace*.

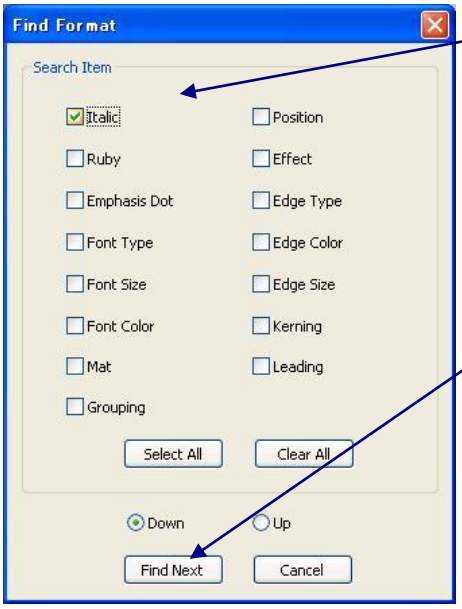


By clicking *Replace All*, a message, as shown, will appear when the eplacement is complete. Click *OK*.

《Searching a Specific Format》

Search the character strings that are edited individually.

1. Go to *Edit* and click *Find Format*.



2. Check the boxes for the items to search for.

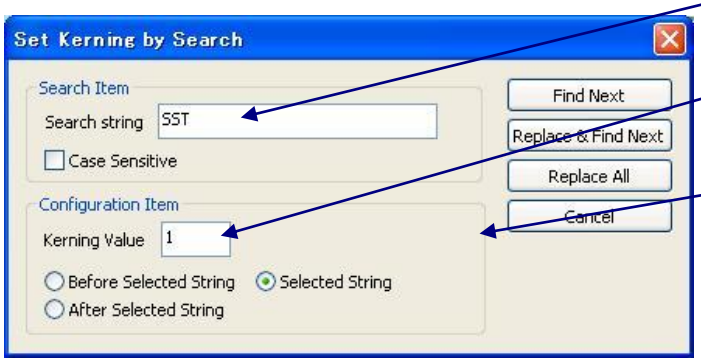
3. As with the Search function, clicking on *Find Next* will cause the image, Text Window, and spotting segment all to move to the same occurrence of the Selected format or combination.

※Multiple items can be selected for a search.

《Set Kerning by String Search》 ※Optional features

Set kerning by searching the specific character strings.

1. Go to *Edit* and click *Set Kerning by String Search*.



2. Enter a text string.

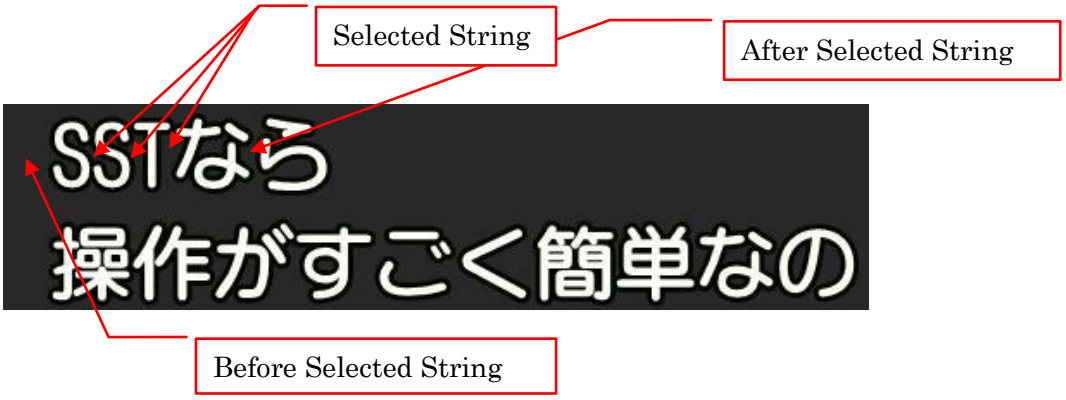
3. Input the *Kerning Value*.

4. Select a search method from the options Before Selected String, Selected String, or After Selected String.

Search method in Configuration Item.

- Before Selected String: Adjust the space before the selected string.
- Selected String: Adjust the space after each character of the selected string.
- After Selected String: Adjust the space after the selected string.

○The case you specify “SST”.

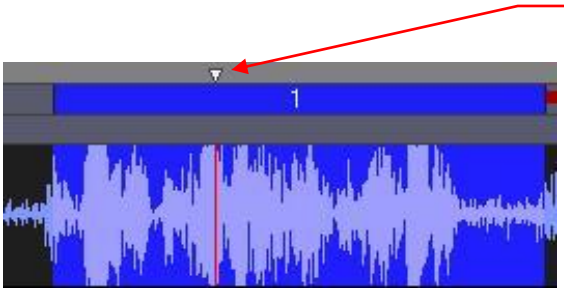


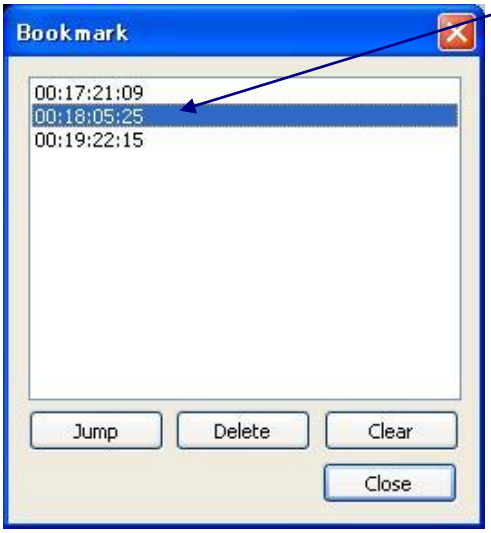
《Bookmark》

You can bookmark a specific time code.

1 .Set a cursor on the wave you want to create a book mark.

2. Go to *Edit*, select *Bookmark*, and click *Set/Revoke Bookmark*.

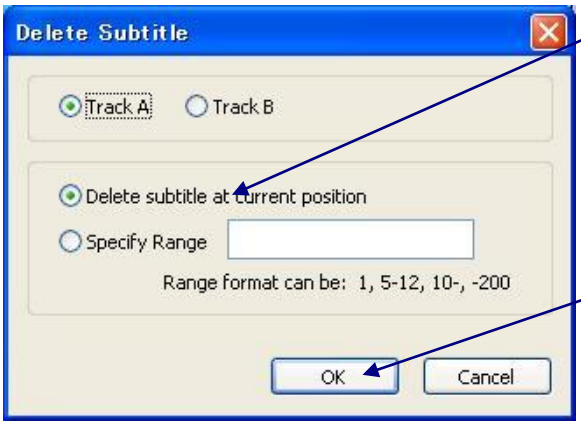




Go to *Edit*, select *Bookmark* and click *List*. A list, as shown, will appear.

To move to a specific bookmark, select the time code from the list and click *Jump*. To delete a specific bookmark, select the time code from the list and click *Delete*.

1. Go to *Edit*, click *Delete Subtitle*.

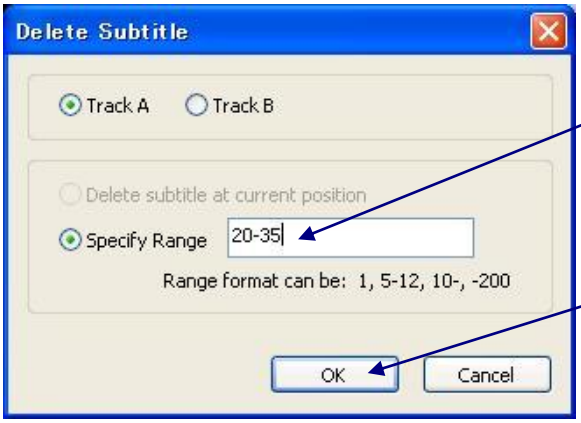


2.To delete the current subtitle, check *Delete subtitle at current position*.

3. Click *OK*.

○Deleting a Range of Subtitles

1. Go to *Edit*, click *Delete Subtitle*.



2.To delete multiple subtitles,specify a range.

3. Click *OK*.

Type in the range of subtitles to be deleted in the form "a-b" where "a" is the number of the first subtitle in the range and "b" is the number of the last subtitle in the range. Only subtitles in the active track will be deleted. To delete all subtitles in the active track, type "-". To delete all subtitles from subtitle “a” through the last subtitle, type “a-”. To delete all subtitles from the first subtitle through subtitle “b”, type "-b."

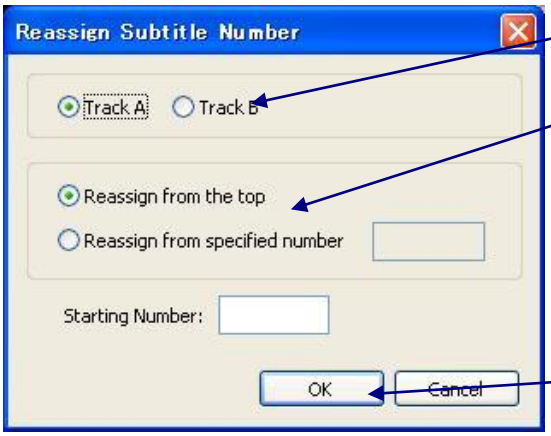
○Other Method

- Click on the spotting segment while holding down the *Ctrl* Key. Drag the spotting segment outside the Audio Waveform Window and release the mouse button. The message “Would you like to delete?” will appear. Click *Yes*.
- Right click on a Subtitle Window and then select *Delete*. In order to delete multiple subtitles, select the Subtitle Windows to be deleted with the *Shift* Key or *Ctrl* Key, right click and select *Delete*.

《Reassign Subtitle Number》

This function is used to reassign the subtitle numbers when you erase or add a new subtitle.

1. Go to *Edit* and click *Reassign Subtitle Number*.



2.Select Track A or Track B.

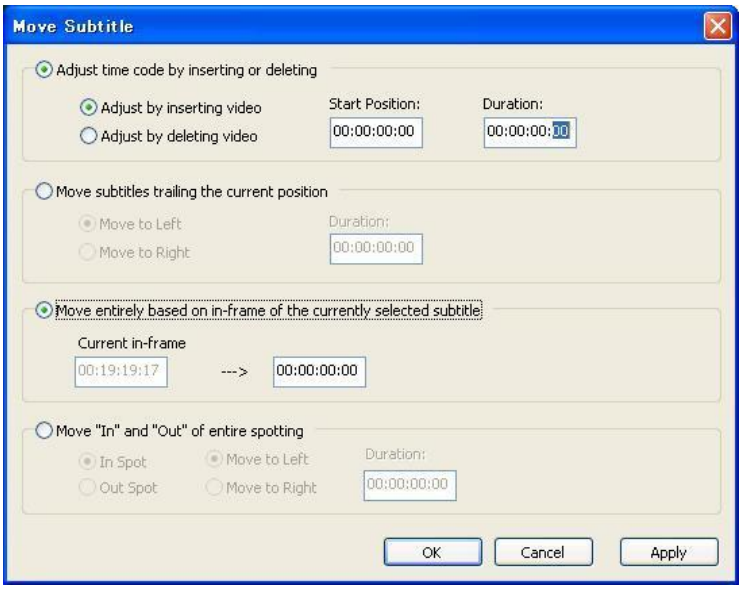
3. Select whether to *Reassign from the top* or *Reassign from specified number* and indicate the *Starting Number*.

4. Click *OK*.

《Moving Subtitles》

This function is used to move or adjust subtitles collectively.

1. Confirm that the basic settings of time code have been completed.
   ※See Basic Time Code Settings.
2. Go to *Edit* and click *Move Subtitles*.
3. Select appropriate items and enter necessary information.
   ※ Please see P.67 for more details.
4. Click *OK*.



a. Adjust time code at video insertion or deletion points

i . Adjust at video insertion point

If parts have been added to the video, enter the time code (in-point) of the added part in the *Start Position* box and the duration of the added part in the *Duration* box.

ii . Adjust at video deletion point

If parts of the video have been deleted, enter the time code (in-point) of the deleted part in the *Start Position* box and the duration of the deleted part in the *Duration* box.

※Before you operate, please erase the subtitles where the images are deleted in advance.

b. Move subtitles trailing the current position

Set cursor in front of the spotting you want to move.

i . Move to Left

Enter the shift's time length in the *Duration* box. This will move all spotting segments following the current position (where the cursor is placed in the Audio Waveform Window) to the left for the specified duration.

ii . Move to Right

Enter the shift's time length in the *Duration* box. This will move all spotting segments following the current position (where the cursor is placed in the Audio Waveform Window) to the right for the specified duration.

c. Move in-frame of the currently selected subtitle

i . In-point of the spotting segment on which the cursor is placed is displayed in the *Current in-frame* as default.

ii . Enter the time code in the box next to the *Current in-frame* to move the selected subtitle to that time code. The subsequent subtitles move accordingly.

d. Move In-point and Out-point of entire spotting

ⅰ. Move in-point to the left

In-points of all spotting segments will move to the left for the specified duration and the durations of all spotting segments get longer.

ⅱ. Move in-point to the right

In-points of all spotting segments will move to the right for the specified duration and the durations of all spotting segments get shorter.

ⅲ. Move out-point to the left

Out-points of all spotting segments will move to the left for the specified duration and the durations of all spotting segments get shorter.

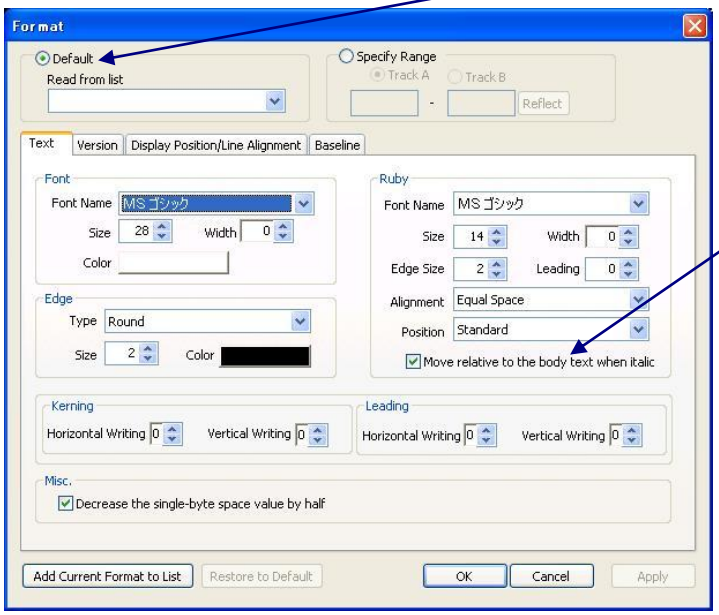
ⅳ. Move out-point to the right

Out-points of all spotting segments will move to the right for the specified duration and the durations of all spotting segments get longer.

Set format before making subtitles.

1. Go to *Configuration* and click *Configure Format*.

・Set text



2. Check *Default* in the *Format* dialog box.

About ruby text

- Equal Space: Display ruby text evenly across the selected string.
- Left Align: Align ruby text with the left end of the selected string.
- Center Align: Align the ruby text with the center of the selected string.

・Position of ruby texts

Standard: In horizontal writing, ruby is displayed upper of the first line, and bottom of the second line.

In vertical writing, ruby is displayed right of the first line, and left of the second line.

Front: In horizontal writing, ruby is displayed upper of the all lines.

In vertical writing, ruby is displayed right of the all lines.

Back: In horizontal writing, ruby is displayed bottom of the all lines.

In vertical writing, ruby is displayed left of the all lines.

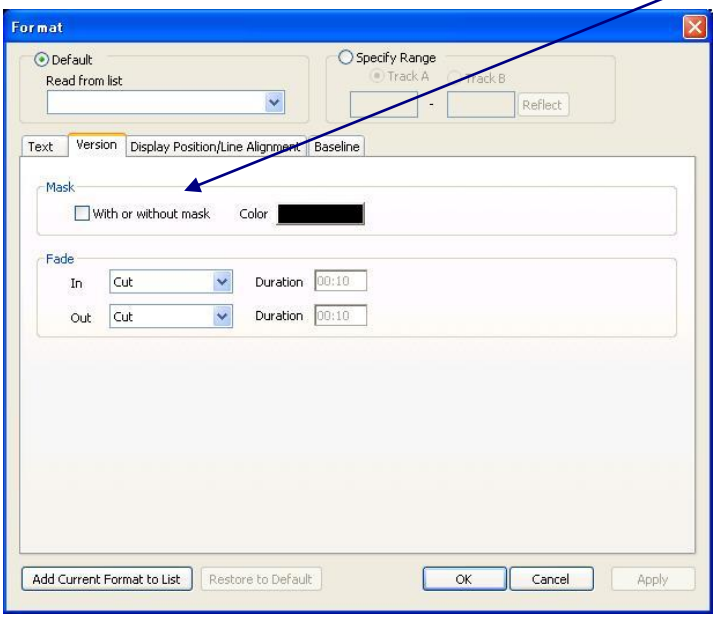
Reading is a space between subtitles and ruby texts.

・Edge

Edge has varieties of “square”, “round”, “shadow”.

The shadow shift width can be adjusted by setting the edge size.

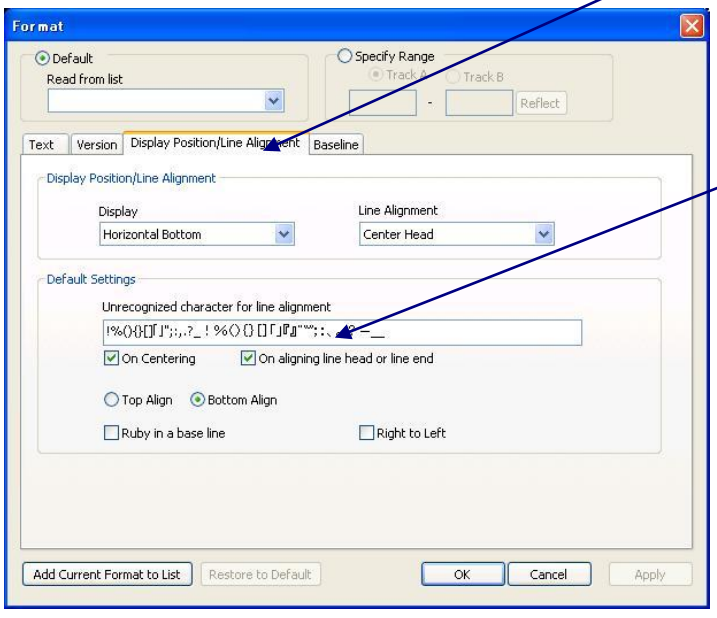
・Set Mask and Fade. ※Optionalfeatures



Adjust “Mask” or “Fade” as necessary.

Mask: See page 37
Fade: See page 36

・Change display position and line alignment



Adjust “Display position/ Line position” or “Set default” as necessary.

The characters you set are not recognized as letters when you do the line alignment or centering.

a . Set ruby texts within a base line.

When you use a bottom ruby on a second line, the subtitles and the bottom ruby go up automatically within the base line by putting a check mark.

【Notice】

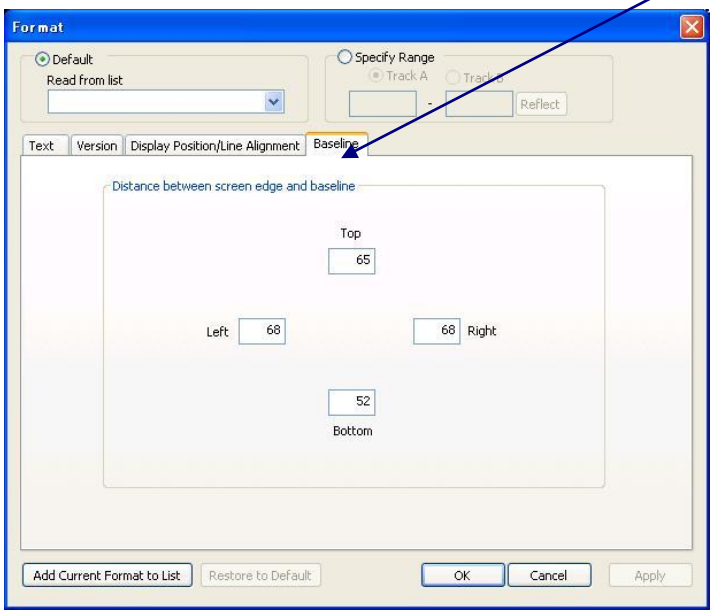
・When you use CANVAS s 1000HD CANVAS s 2000A, please update each application over 2.0.1.12.

・Kanpake100 does not support this function.

b . Support reading texts from right to left (Arabic)

Arabic texts are displayed by pasting the Arabic texts in subtitle windows. If you want to type Arabic, you can change the layout of the subtitle windows in order to type from right.

・Base line settings



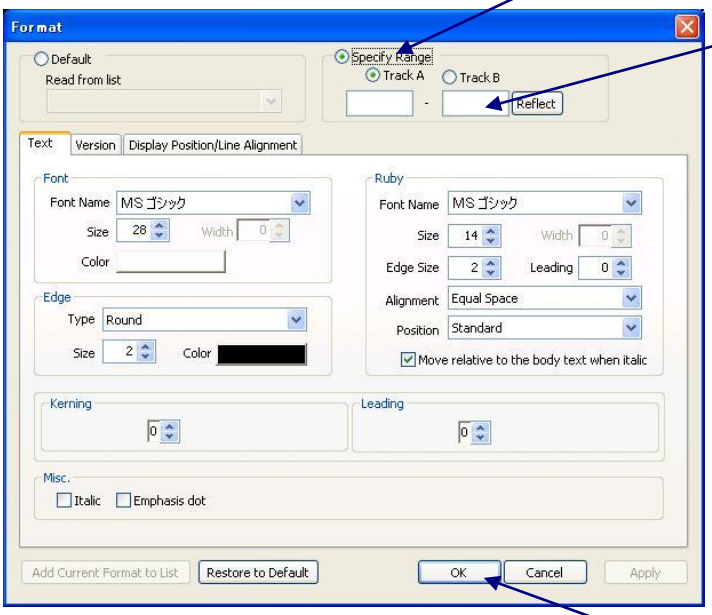
Adjust “Base line” as necessary.

Base line is the distance from the edge of upper, bottom, left, and right to a subtitle. Type the distance from the edge. The unit of the numbers is pixel.

A range of specified subtitles can be formatted simultaneously. As with format settings for current subtitles, the default setting change will not affect subtitles individually formatted.

【Notice】
Everything is optional other than ”Italic”, “Dot”, “Display position, line alighment” in “Other” of “Text” tub.

1. Go to *Configuration* and click *Configure Format*.



2. Check *Specify Range* in the *Format* dialog box.

3. Enter the numbers of the first and last subtitle in the range to be formatted.

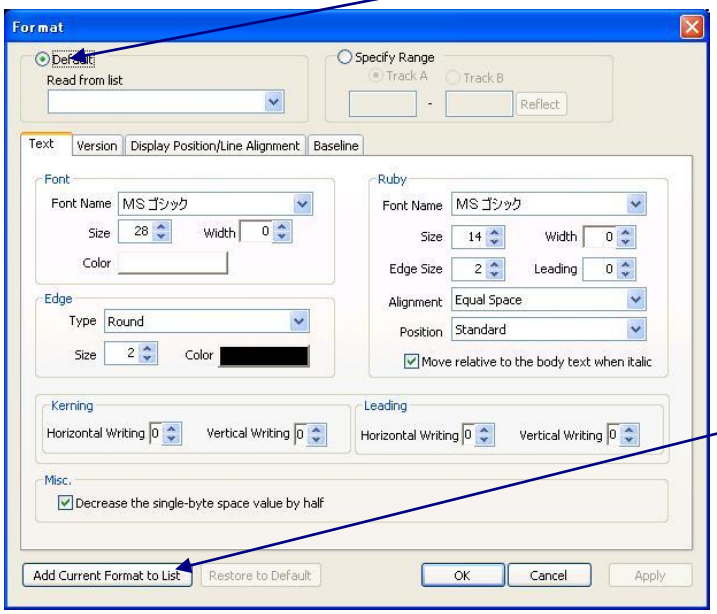
4.Set information under each tab as needed:
- *Text*
- *Mask/Fade*
  ※Optionalfeatures
- *Display Position/ Line Alignment*

4. Click *OK*.

《Creating a Default Format List》

Create default formats to be saved in a list.

1. Go to *Configuration* and click *Configure Format*.



2. Check *Default*.

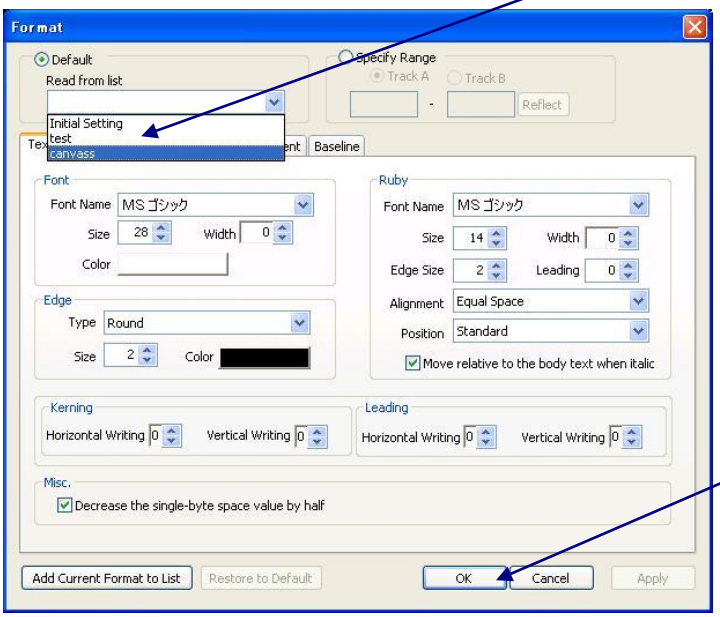
3.Set information under each tab as needed:

- *Text*
- *Mask/Fade*
  ※Optionalfeatures
- *Display Position/ Line Alignment*

4. Click *Add Current format to List*.

5. Enter the new registration name.

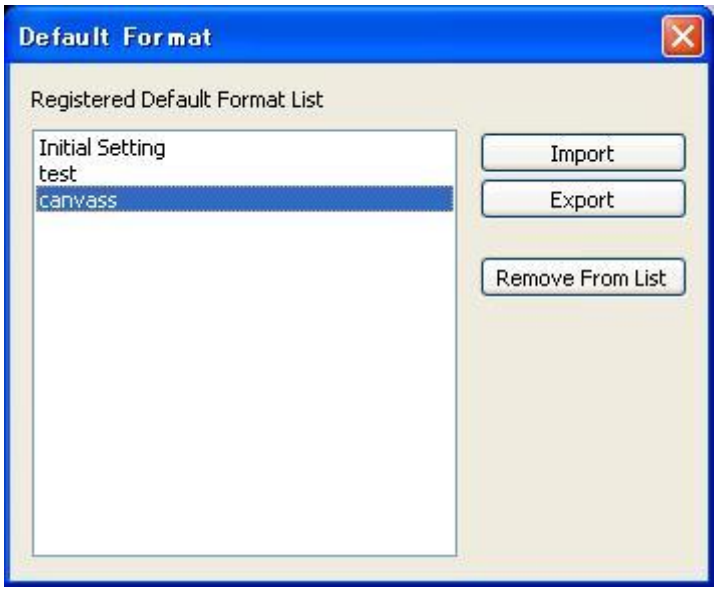
6. Click *OK*.



7. Registered default format settings can be selected from the *Read from list* in the *Format* dialog box.

8. Click *OK*.

《Importing and Exporting Default Formats》



Go to *Configuration* and click *Default Format List* to see the details of the list.

By clicking *Export*, the setting selected in the *Default Format* dialog box can be exported as an .fmt file and saved to a hard disk. This file can be sent and received via e-mail. Default format settings created by other PCs can be imported by clicking *Import* in the *Default Format* dialog box. To delete the setting selected in the list, click *Remove From List*.

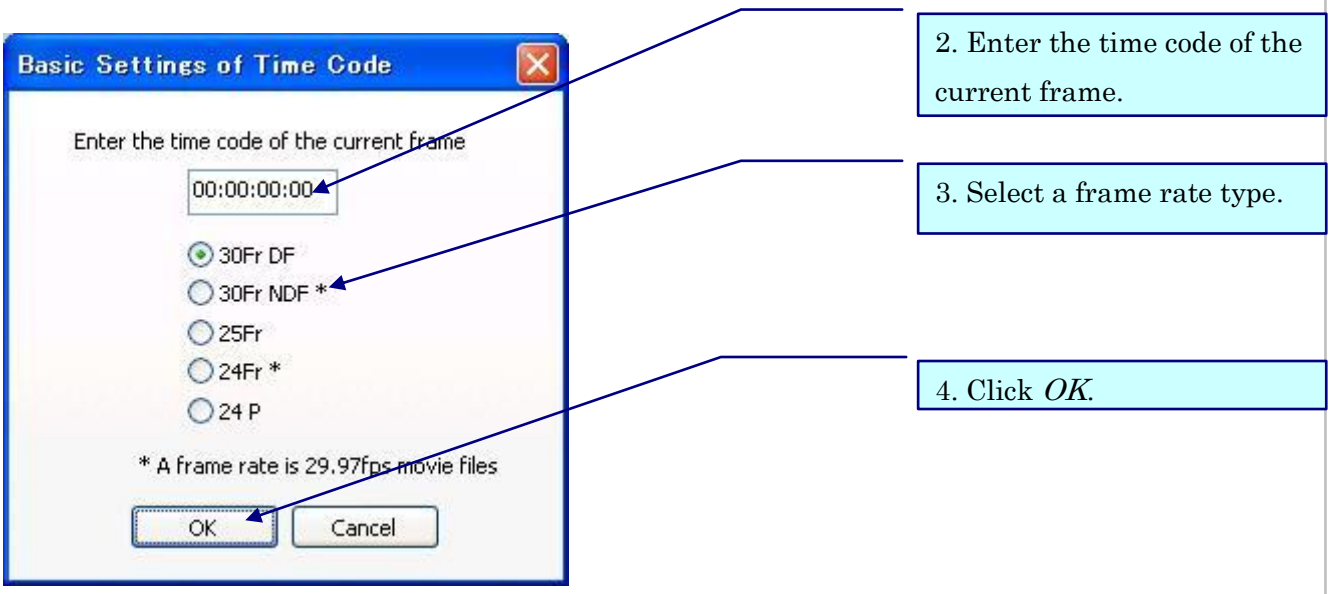
【Notice】

The format made by SST(.zst) can not be loaded.

《Basic Time Code Settings》

To create a project file, a time code setting is required the first time an image file is opened.

1. Go to *Configuration*, select *Synchronize Image and Time Code* and click *Basic Settings*.



＜Varieties of the frames＞

・30Fr　DF … Drop frame (29.97fps/mainly for TV broadcast)

・30Fr　NDF … Non drop frame (30fps/for DVD and Video)

・25Fr … PAL: Maily ued in Europe and China.(25fps)

・24Fr … For 24Fr supotting by using 29.97Fr work image files.
This setting is used to do 24Fr works with 2-3 pulldown images such as encoded files from VHS tapes. (23.98fps/Digital cinema and movie files)

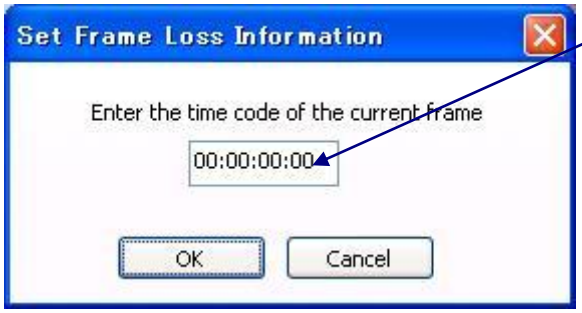
・24p・・・This setting is used to do spotting works by using non-2-3-pulldown 24FR wmv files. (24fps(P))

A time code setting is required when an existing project file is opened with a different image file from the one used before.

《Set Frame Loss Information》

Frame loss is the phenomenon of losing 1-2 frames when encoding a video into MPEG-1.
When there is some frame loss, the time code is shifted even though you adjust the time code by the standard setting, so you need to adjust.

1. Go to *Configuration*, click *Synchronize Image and Time Code* and select *Set Frame Loss Information*.



2. Enter the time code of a dropping frame, and click *OK*.

When the frames are overlapped, set the each frame one by one as above.

《Clear Configuration Information》

This function cancels the time code adjustment previously applied.
This is used when you use a new image file for an existing project file,which has been adjusted many times due to dropping frames.

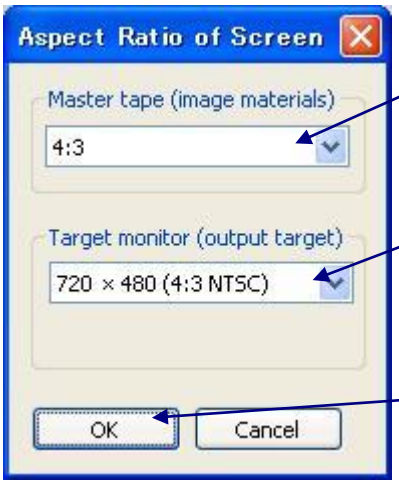
1. Go to *Configuration*, click *Synchronize Image* and *Time Code* and select *Clear Configuration Information*.

2.When the message, "Reset the time code. OK?" is displayed, click *OK*.

When you click *OK*, the image is closed. If you want to open the image, choose *Open image* from *File* menu.

Adjust angle of master tape and resolution of target monitor.

1. Go to *Configuration* and click *Screen Adjustment*.

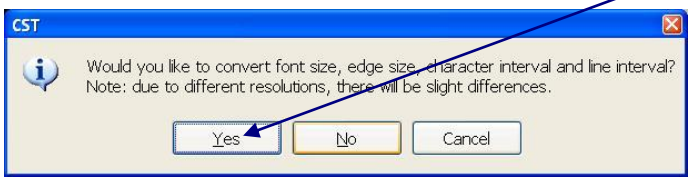


2. Select the aspect ratio of the master tape from *Master tape (image materials)*.

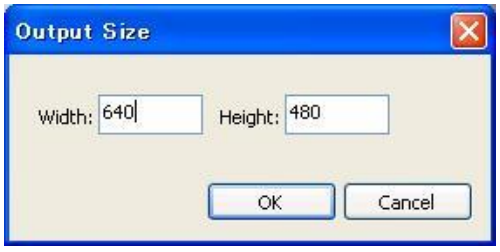
3. Select the aspect ratio of the target monitor from *Target monitor(output target)*

4. Click *OK*.

For descriptions of display adjustment: see page 79


CST
Would you like to convert font size, edge size, character interval and line interval?
Note: due to different resolutions, there will be slight differences.
Yes
No
Cancel

5. If you want to change, choose "Yes", and if you don't, press "No".

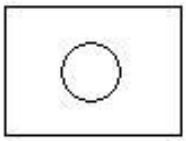
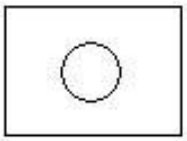
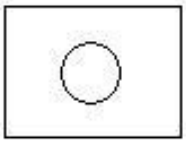
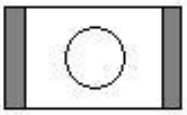
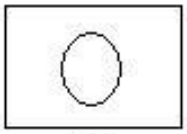
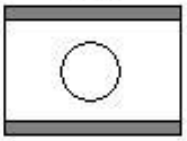
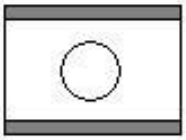
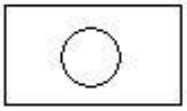
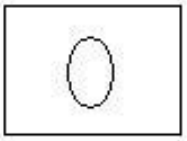
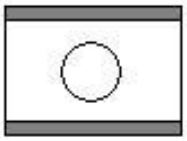
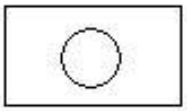
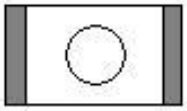
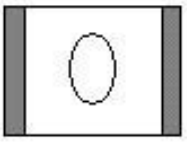
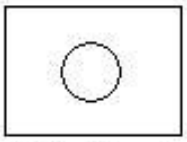
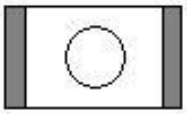
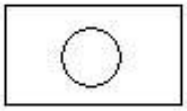
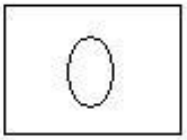
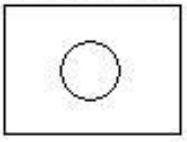
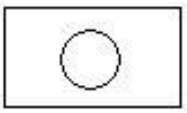
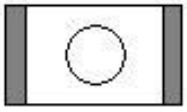
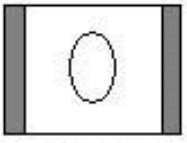
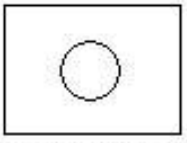
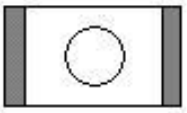


If *User-Defined Size* is selected from *Target monitor (output target)*, a dialog box for entering the output size appears.

・Master tape(image file) .… A work tape (import SST G1) for making subtitles.

・Target monitor(output target) .… Shows angles to see how audiences or users would see with4:3 or 16:9 monitor.

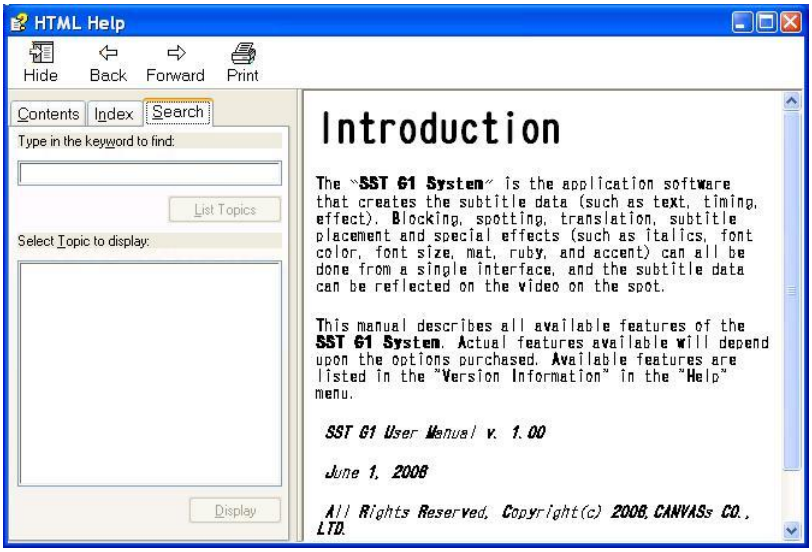
《SST G1　Descriptions for display adjustment》

Master tape (On air tape)	Master tape (image materials) (Work tape)		Target monitor (output target) 4:3	Target monitor (output target) 16:9
 4:3	 4:3	⇨		 Add black bar (left and right)
 16:9	 4:3 LetterBox	⇨		 Erase black bar (top and bottom)
	 4:3 Squeeze	⇨	 Extent width + Add black bar (top and bottom)	 Extent length
 16:9	 4:3 SideBlack	⇨	 Exgent width + Erace blackbar (left and right)	 Extent length
 16:9	 4:3 SideBlack	⇨	 Cut (left and right)	
 16:9	 4:3 SideBlack	⇨	 Erace black bar (left and right)	

《Search topics》

This is the help function of SST G1.

1. Click *Search topic* on *Help* menu.

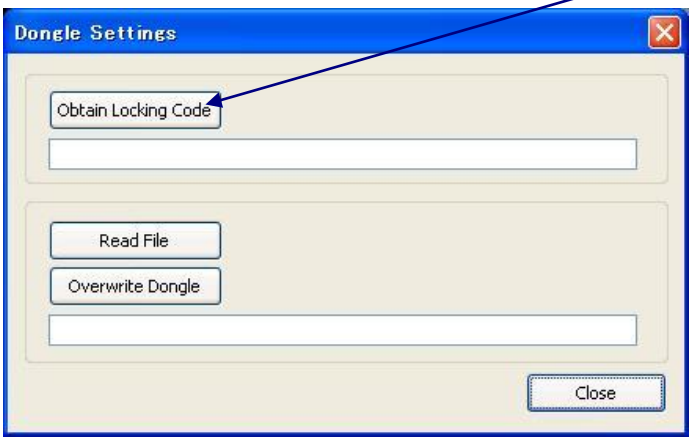

HTML Help
Hide
Back
Forward
Print
Contents
Index
Search
Type in the keyword to find:
List Topics
Select Topic to display:
Display
Introduction
The "SST G1 System" is the application software that creates the subtitle data (such as text, timing, effect). Blocking, spotting, translation, subtitle placement and special effects (such as italics, font color, font size, mat, ruby, and accent) can all be done from a single interface, and the subtitle data can be reflected on the video on the spot.
This manual describes all available features of the SST G1 System. Actual features available will depend upon the options purchased. Available features are listed in the "Version Information" in the "Help" menu.
SST G1 User Manual v. 1.00
June 1, 2008
All Rights Reserved, Copyright(c) 2008, CANVASs CO., LTD.

《Dongle Settings》

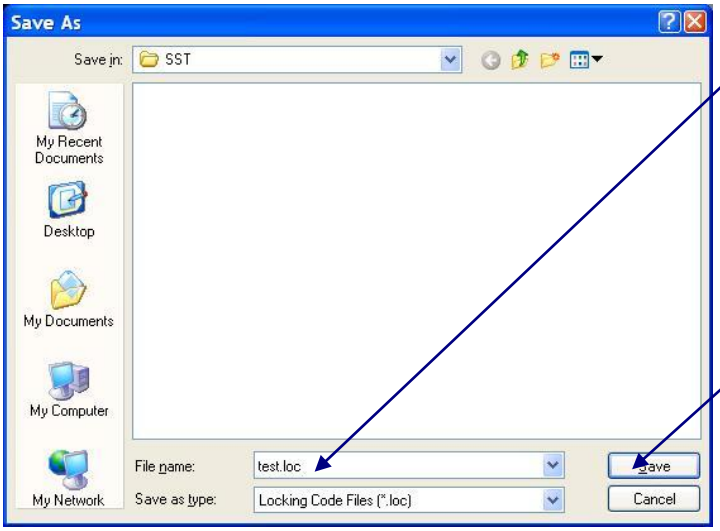
This setting is required to upgrade from SST to SST G1, or to add options.
Please follow these instructions with the dongle inserted.

1. Go to *Help* and click *Dongle Settings.*
   ※Do not open any image files or project files.

2. Click *Obtain Locking Code.*

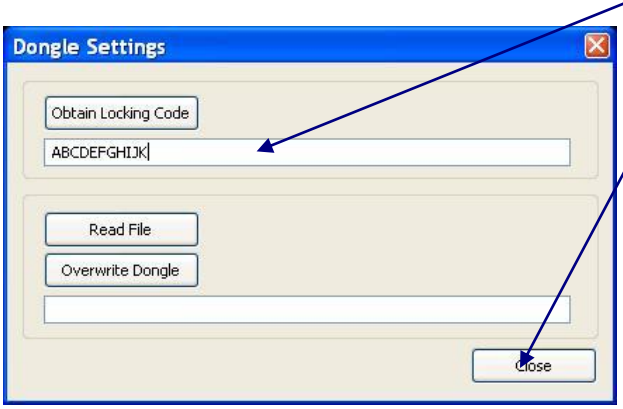


3.When asked if you would like to create a locking code, click *Yes*.



4. Enter the dongle number (the 4-digit serial number in the SST Software License) as the file name and specify where to save the file.

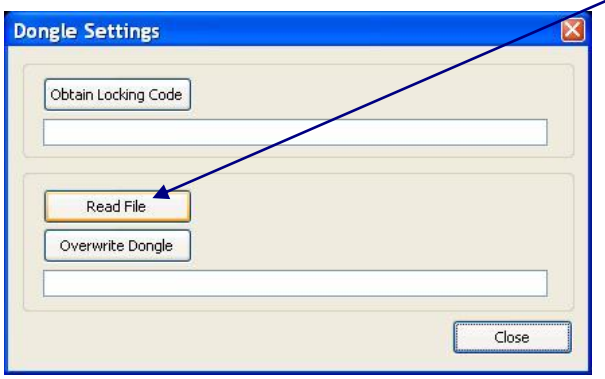
5. Click *Save*.



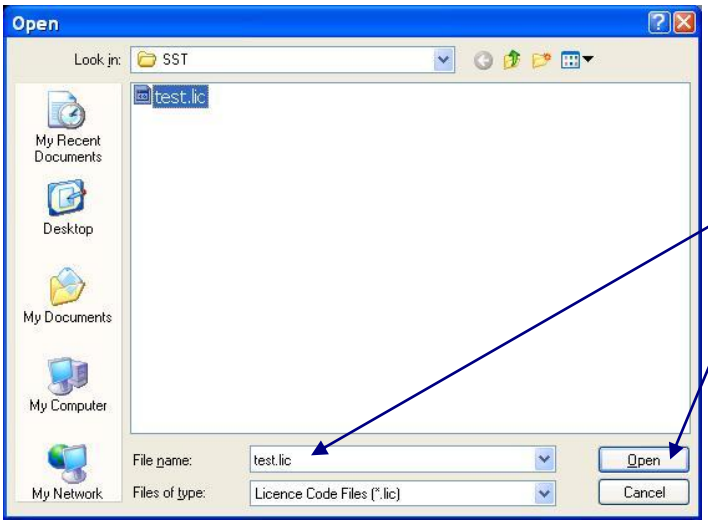
6. Confirm that a code appeared and click *Close*.

7. A .loc file has been created in the location previously specified. Please send this file to CANVASs via e-mail.
【E-mail Address】
g1update@canvass-net.com

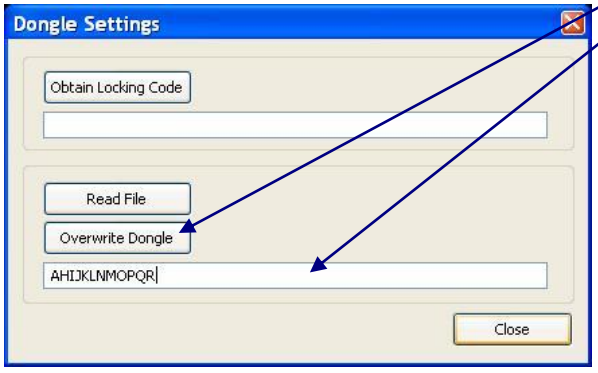
8. CANVASs will send you a .lic file via e-mail. Please save this file on your PC.



9. As described on page 80, open the *Dongle Settings* dialog box and click the *Read File* button.



10. Select the .lic file and click *Open*.



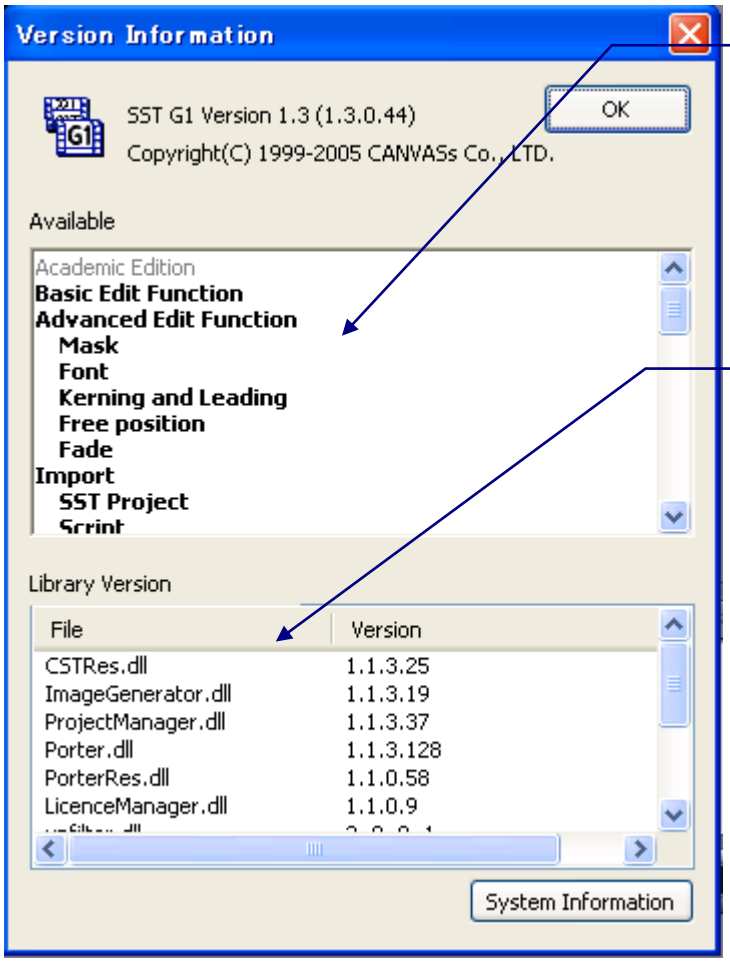
11. Confirm that a code appeared and click *Overwrite Dongle*.

12.The dongle has been overwritten.

After overwritten of the option adding, please check the contents by "Version information"
See page 83 for "Version information"

You can check the version information of SST G1.

1. Go to *Help* and click *Version Information.*



All SST G1 features are visible in the *Available* list. Those features currently available, both basic and purchased, appear in boldface.

The list of the library files and their versions are listed in the *Library Version.*

Active

The area where the cursor is highlighted or blinking on the interface. The outcome of keyboard input will differ with the active area.

Audio Waveform

Visual display of the audio portion of a video.

Blocking

Dividing a script into small parts for each subtitle by moving selected text from the Script Window to the Original-Text Window.

Current Subtitle

A subtitle currently displayed in the Video Window.

Default Settings

Format settings which will be applied to all subtitles except for individually formatted subtitles.

Default Setting Value

Default value displayed in a dialog box when a subtitle doesn't have a specified format.

Duration

Display time of a subtitle, i.e., the time length from in-point to out-point of a subtitle.

Duration of effect

Time required or set for a subtitle to dissolve.

Effects

Cut-In, Cut-Out, Fade-In and Fade-Out.

Existing Project

A previously created project file.

Format Settings

Format settings which will be applied to the whole project.

Format Settings for individual characters

Format Settings which can be applied individually to a specific character or a string of characters in a subtitle.

Free Positioning

Allows manual positioning of subtitles in the Video Window.

Grid Line

Lines which appear in the Video Window to make subtitle positions (coordinate axes) recognizable.

Guideline

An overall rule for making subtitles, such as restrictions on the number of characters or amount of time.

Index Numbers

Consecutive integers starting with 1 which are automatically assigned by SST G1, in addition to Subtitle Numbers.

In-Point

The first frame in which a subtitle appears on the screen.

Kerning

Adjustment of the space between characters.

Leading

Space between lines of a subtitle.

Mat

A squared-off frame creating a background behind the subtitle (to provide contrast).

Original Text

Text (.txt) forming the script.

Original-Text Window

A window where text selected in the Script Window will be copied. The text entered in the

Original-Text

Window will not be viewed as a subtitle.

Out-Point

The first frame following the last frame of a subtitle. (A frame following the last frame of the spotting segment where a subtitle is displayed.)

Project

A series of subtitle data contained in a file.

Project File

A file containing all data related to a Project except for the video and audio. The file extension is .sdb.

Subtitle Window

A window where subtitle text is entered. The text will be displayed on the screen as a subtitle.

Subtitle Text

A string in the Subtitle Window which will be displayed on the screen.

Subtitle Number

A reference number used to identify a specific subtitle. Numbers are assigned automatically by SST G1.

Video Cursor

A cursor in the Audio Waveform Window. It indicates the video position currently displayed in the Video Window.

Memo:

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